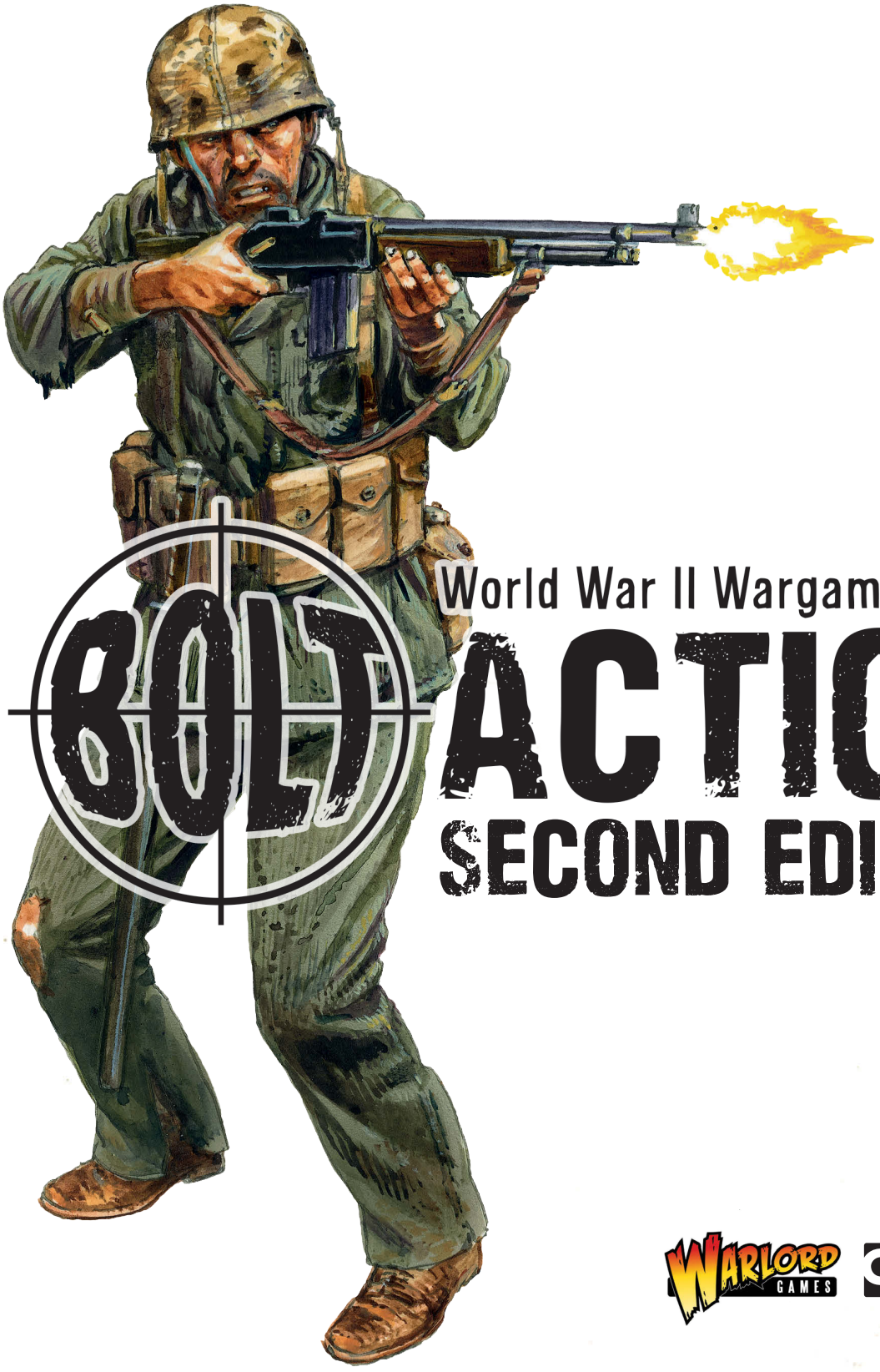
World War II Wargames Rules

BOLT ACTION

SECOND EDITION

WARLORD GAMES

OSPREY GAMES



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INTRODUCTION

This book is all about recreating World War II combat on a tabletop using dice, model troops, tanks and the rules described within. Although our game is just that – a game of war fought between armies of models – it is inspired by the real fighting men, the actual equipment and personal accounts of those who played their part in the historic events portrayed. It is quite a detailed game because we wish our weapons to reflect the capabilities of actual weapons, our models to fight in so far as possible as their flesh-and-blood counterparts fought, and that our players face the same sort of decisions and challenges as did company commanders in action at the time. Even so, our first priority has been to create a game that is entertaining as well as demanding of skill and intelligence, and which is as fair and balanced as it can be, giving both sides an equal opportunity of success. Of course, few real battles were fair and equal in this way, but a game would hardly be worth the playing if victory or defeat were certain, or if one army or nation were to enjoy overwhelming superiority in numbers or materiel. To ensure an equal and balanced game, armies are chosen according to a system of points, allocating a fixed value to fighting units of different types and quality. All the details you need for five armies (American, German, British, Russian and Japanese) are provided in the Army Lists in this book, whilst a series of *Bolt Action* supplements covers yet more armies and theatres. Tabletop encounters take place according to twelve closely defined battle scenarios that explain how forces are deployed and how victory is achieved. All that remains is for players to pit their wits against each other as they enact just one small part of the greatest conflict in all of history – World War II.

I'd like to dedicate these rules to the memory of my friend and fellow wargamer Willy Schneider. I wish to thank him for the many armies he painted for me, including the one he could not finish, and for all of the wonderful books and games he left me.

Alessio Cavatore

TIMELINE

EASTERN AND NORTHERN EUROPE

1939

1 SEPTEMBER – THE POLISH CAMPAIGN

German invasion of Poland precipitates declaration of war by Great Britain, France, New Zealand, Australia and Canada. The Russians invade Poland 16 days later. The Poles put up a determined but hopeless fight in the face of overwhelming odds. Poland surrenders within the month and is divided between Germany and Russia.

30 NOVEMBER – THE WINTER WAR

The Soviet Union invades Finland but fails to annex the country after remarkable resistance by its defenders. The Finns eventually cede some of their eastern territories bringing the war to an end. Both The Soviet Union and Finland will resume hostilities in 1941.

1940

13 MARCH

Treaty of Moscow ends the Winter War between Russia and Finland.

9 APRIL – THE NORWEGIAN CAMPAIGN

Germany invades Denmark and Norway (Operation *Weserübung*). Danish resistance lasts six hours. It is both the shortest campaign of World War II and also the first to witness the deployment of paratroopers (German Fallschirmjäger). The Norwegian fighting sees the first encounter between British and German troops in the defence of Oslo. In the north, a combined force of Norwegian, French and Polish troops defeats the German 3rd Mountain Division at Gratangen, but the Germans gradually force the defenders to withdraw on all fronts. The Norwegians capitulate on 10 June.

27 SEPTEMBER

Germany, Italy and Japan enter into alliance with the signing of the Tripartite Pact. These nations, together with their allies, are generally known as the Axis Powers as opposed to the Allies.

1941

6 APRIL – INVASION OF YUGOSLAVIA

German, Italian and Hungarian forces invade Yugoslavia following a military coup against the pro-Axis Yugoslav government. The fighting is one sided and brutal, and the Yugoslav army capitulates 11 days later.

22 JUNE – OPERATION BARBAROSSA

The Germans invade Russia aiming to capture Moscow and topple the Soviet government with a single decisive blow. Italy, Romania, Hungary, Slovakia and Finland all

Stalin's boys charge from the trees in the deep midwinter

Finnish Ski Patrol

declare war on the Soviets. The desperate battles of the following months see the largest deployment of men during the whole war, with over four and a half million Axis troops committed and two and a half million Russians deployed in the west at the start of the invasion (out of over five and a half million available to the Soviet Union at the time). The campaign comes to an end with the successful defence of Moscow by troops under the command of Zhukov. By December Soviet reinforcements arrive from the east and the Russians begin their counter-offensive. The Germans' first campaign of the war on the Eastern Front is brought to a halt by the savage Russian winter. Although the German forces are victorious across a wide front the campaign fails to achieve its objective. It is the turning point in the war, although much bitter fighting still lies ahead on the Eastern Front.

5 DECEMBER – RUSSIA'S WINTER COUNTER-OFFENSIVE

With the arrival of reinforcements from the east and the hardening of winter, the Russians seize the initiative and mount a series of counter-attacks beginning with the defence of Moscow. Between December 1941 and the end of March 1942 the Axis forces are pushed back and the immediate threat to Moscow is ended.

1942

8 MAY – CASE BLUE

The Germans prepare to renew their attack upon Russia in the Caucasus. This region's oil fields are strategically important to the war aims of both sides. The Russians are expecting the Germans to attack in the north and are ill prepared. As a result the Germans advance rapidly, capturing Sevastopol by July and reaching the River Don. In August the Germans advance across a broad front and appear to be sweeping all before them. At this point a decision is taken to change the original plan to bypass Stalingrad and to occupy the city instead – fighting continues throughout September and October.

18 NOVEMBER – OPERATION URANUS

By now the Russians have redeployed southwards to face the Axis forces in the Caucasus. Their aim is to smash through the overstretched Axis Army Group B and surround the German forces around Stalingrad. The under-equipped Romanians, Italians and Hungarians protect the Germans' flanks and it is here where the main Soviet strength is to fall. Within days 250,000 Axis troops are encircled and trapped. In December the Russians launch a further offensive aimed at trapping the remaining

Soviet T-34/85 Medium Tank

Axis forces in the Caucasus. This leads to the collapse of the Italian 8th Army and the withdrawal of the remaining Axis forces, Army Group A. By February 1943 the remnants of the German 6th Army surrender at Stalingrad.

1943

19 FEBRUARY – THE DONETS CAMPAIGN

Following their successful campaign against Axis forces in the Caucasus, the Russians press rapidly forward and recapture Kharkov, Belgorod and Kursk (Operation *Star*). In the process the Russian lines become dangerously over-extended. The Germans regroup and counter-attack, quickly regaining most of the territory lost to the Russian advance. This German counter-offensive results in the third battle of Kharkov which witnesses bitter hand-to-hand fighting over the city. None the less the Russians are severely beaten, demonstrating that even heavily outnumbered and under-strength German formations remain extremely capable.

5 JULY – OPERATION CITADEL

The Germans launch what was to be their last significant offensive on the Eastern Front. Their objective is to attack Soviet forces in the Kursk salient, surround and destroy them, before consolidating a sound defensive position against further Russian progress. The Germans attack in a pincer movement from the north and south. The Russians have already learned of the German plans and have prepared their defences in depth. Unknown to the Germans, the Kursk salient has been turned into a huge killing field. In the north the attack is repelled almost at once. In the south the fighting hangs in the balance, but the Russian defences hold out. By 17 July Operation *Citadel* is cancelled without ever achieving the necessary breakthrough. The Russians begin their counter-offensive even before the German operations are over – rapidly breaking through the German lines and recapturing Kharkov for the final time on 23 August. The battle of Kursk, encompassing both the German offensive and Russian counter-offensive, is the largest tank battle of all time. With something in the order of 170,000 troops lost and more than a thousand armoured vehicles destroyed, the battle of Kursk is arguably the most decisive engagement in the whole war. Never again would the Germans be able to mount a strategic offensive on any significant scale.

26 AUGUST – THE DNIEPER–CARPATHIAN OFFENSIVE

(Also known as the battle of the River Dnieper). The Soviets launch an offensive across a broad front stretching from the Black Sea almost to the Baltic. Their objective is to recapture the eastern Ukraine and drive the Germans back across the Dnieper. After hard fighting, including drops by Soviet paratroops, a number of bridgeheads are established across the river. Finding their position indefensible the Germans withdraw. The Russians liberate the cities of the Dnieper and enter Kiev (the capital of the Ukraine and third largest city in the USSR) on 6 November. The fighting continues through the winter and by early January 1944 the first Soviet troops cross into Poland. Hitler's refusal to allow commanders to withdraw almost results in the loss of six German divisions during the battle of the Korsun–Cherkassy Pocket. About half the encircled troops break out after abandoning all their heavy equipment. 1st Panzer Army narrowly avoids the same fate when, once again following Hitler's 'no retreat' order, it is caught in a pincer movement in what is to become known as Hube's Pocket (also the Kamenets–Podolsky Pocket). By keeping on the move and staging a fighting retreat, General Hube, the commander of 1st Panzer, is able to extricate his troops and link up with the main German forces by 6 April 1944.

1944

22 JUNE – OPERATION BAGRATION

The Russians begin their summer offensive by attacking positions in Belorussia and eastern Poland. Hitler is convinced that the main Russian attack will come from the Ukraine, and has withdrawn much of the strength of

German Heer Grenadier Squad

The attack on the Seelow Heights, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 293: Downfall 1945

Army Group Centre and redeployed artillery, tanks and troops to the south. This is to prove a fatal mistake. In one of the largest Russian offensives of the war the Soviets drive into the German lines and feed in reserves to trap the encircled German forces before they can escape. The Russians advance rapidly, liberating Minsk by 3 July and reaching within ten miles of Warsaw by the end of the month. The almost total collapse of German resistance forces the German armies to the north and south to withdraw westward, their positions now being divided by Russian-held territory. The Soviets advance across a broad front. In the north the Finns manage to hold the Russian Baltic offensive long enough to conclude a treaty, ending Finland's contribution to the war. In the south the Russians advance into Rumania, Bulgaria and eventually meet up with Tito's partisans in Yugoslavia in October.

1945

13 JANUARY – VISTULA–ODER OFFENSIVE

In January 1945 the Soviets begin the final push on the Eastern Front by attacking into Poland via bridgeheads established west of the Vistula in the previous year. Hitler's insistence on over-riding his generals and refusal to believe reports of Soviet numbers result in a disordered defence, with whole armies wasted defending territory that could never be held. To the north a supporting attack (the East Prussian offensive) succeeds in cutting off the German troops in East Prussia. None the less, the isolated Germans resist the Russian advance with great determination, some continuing to fight on until the end of the war. The offensive is called to a halt a mere 45 miles from Berlin. This halt allows the Germans to prepare for the city's defence. It was a decision that was to cost the Russian soldiery dear during the battle for Berlin in April. As the battle for Germany rages in the north the Soviets move southwards. The Vienna offensive takes the Russian armies deep into Austria. The battle for Vienna sees fierce street fighting that ends with the fall of the city on 13 April.

16 APRIL – THE BATTLE OF BERLIN

The Soviet offensive against Berlin is to be the last major operation of the war against Germany. The defenders are disorganised and badly equipped – the remnants of armies that have retreated before the relentless Soviet advance. Amongst them are Volkssturm militia and Hitler Youth – poorly equipped and inexperienced units made up of old men and boys. The US and British air forces bomb the city extensively before the assault begins. During the ensuing fighting many isolated SS units hold out to the last man until the buildings they defend are blasted to dust by artillery. On the eve of surrender some German troops attempt to break out of the encirclement and reach the west, intending to surrender to the Americans. Most are killed or captured by the Russians. The city is surrendered to the Russians on the morning of 2 May.

WESTERN EUROPE

1939

3 SEPTEMBER

Great Britain, France, New Zealand and Australia declare War on Germany. Canada does so seven days later.

French Somua S35

1940

10 MAY – THE BATTLE OF FRANCE

Germany attacks Belgium, Holland and Luxemburg in a move intended to trap Allied units deployed in Belgium, and then to circumvent France's formidable Maginot Line defences. The German Blitzkrieg quickly overruns the Low Countries and German

French Army and BEF forces stand together

troops reach the channel by 20 May. Almost 200,000 British and 140,000 French troops are evacuated from Dunkirk by 3 June. The Germans enter Paris on 14 May. Hostilities between Germany and France are brought to an end with the Franco–German armistice and fighting ceases on 25 May. French troops, notably in French colonies, will continue to fight on behalf of the Vichy government as part of the official policy of collaboration with the Germans. Meanwhile, General de Gaulle is recognised as the leader of the Free French troops in exile.

21 SEPTEMBER – OPERATION SEA LION

The air campaign that is generally known as the Battle of Britain was intended to culminate in the German invasion of the British mainland. This was Operation *Sea Lion* (*Seelöwe*) and it was initially planned for 21 September 1940. Hitler postpones the invasion on 17 September and then again in October until the spring of 1941. The expected invasion never takes place and remains one of the great 'what ifs' of World War II.

27 SEPTEMBER

Germany, Italy and Japan enter into alliance with the signing of the Tripartite Pact. These nations, together with their allies, are generally known as the Axis Powers as opposed to the Allies.

1942

28 MARCH – RAID ON ST NAZAIRE

British Commandos attack the dry docks at St Nazaire. The raid is amongst the many commando operations undertaken at a time when the British war effort was primarily conducted at sea and by air. Other operations include raids on the Channel Islands in October, and at Bordeaux in December.

19 AUGUST – THE DIEPPE RAID

An Allied force, comprising mostly Canadians, mounts an amphibious raid to capture and temporarily hold a German occupied port. The aim is to establish the feasibility of conducting larger scale operations and ultimately to prepare the way for an invasion of the continent. The raid, which sees the first deployment of the new Churchill tank, ends in disaster and is easily repelled by the defenders.

1944

6 JUNE – NORMANDY LANDINGS

The Allied invasion of Europe begins with Operation *Overlord*. The Normandy landings are the largest amphibious operation of the war. US and Commonwealth troops consolidate beachheads in the face of German defenders. The Germans hold back their reserves convinced that the initial invasion is a diversion. This allows the Allies to gain a foothold. The British advance is held at Caen. The capture of Caen is one of the initial objectives for the invaders, but German resistance is fierce and the town is not captured until 20 July. The actions around Caen include the battle of Villers-Bocage where the tank ace Michael Wittman's Tiger tank wreaks havoc amongst 7th Armoured Division's Cromwells. The Americans advance rapidly and capture Cherbourg on 27 June.

25 JULY – THE BREAKOUT FROM NORMANDY – OPERATION COBRA

The Allies break through the German defences led by the American advance down the Cotentin Peninsula and through Brittany. The bulk of the German forces are drawn away to Caen and the surrounding area following attacks by the British and Canadians (Operations *Goodwood* and *Atlantic*). General Bradley leads the US 1st Army free of the Normandy bocage. The Germans begin to retreat as the Americans sweep on past their flanks. Hitler orders a counter-attack, which serves only to weaken the German forces and exposes them to encirclement by the advancing Allies. The result is the battle of Falaise Gap, where 100,000 German troops are surrounded and half are captured. The remainder fight their way through a rapidly closing corridor, an action that sees some of the most determined fighting of the whole campaign, notably by the 1st Polish Armoured Division. Paris is liberated on 25 August by Free French troops. By the end of the month the last Germans retreat across the Seine abandoning Normandy to the Allies.

25 AUGUST – THE ADVANCE TO THE RHINE

The Allies build up their forces and prepare to advance towards the Rhine. The Germans retreat behind the formidable defences of the Siegfried Line, or *Westwall*, encompassing the fortified city of Aachen. To support their attack upon Aachen the Americans advance into the Hurtgen Forest on the Belgian–German border. Aachen is surrendered on 21 October after heavy fighting. In the Hurtgen Forest fighting continues until February of the following year. In mid-September the Allies strike across the Meuse with the aim of capturing bridging points across the Rhine and its tributaries. If successful, Operation *Market Garden* – as it is called – will outflank the defences of the Siegfried Line. The attack is supported by paratroopers and glider-borne troops whose mission is to capture and hold bridges ahead of the Allied advance. The attack is brought to a halt at Arnhem and the Allies fail to cross the Rhine. The Allies capture Antwerp early in early September, but are unable to make use of the port until they have cleared German defences from the Scheldt estuary. This results in the battle of the Scheldt. The Allies face a series of desperate river crossings and assaults across ground presenting numerous obstacles including minefields. The area is secured by early November. South of the Ardennes the Americans cross the Moselle in the face of determined German resistance and fight a savage battle through the Vosges Mountains. Strasbourg is liberated on 23 November and the Americans push to the Rhine.

16 DECEMBER – THE BATTLE OF THE BULGE

The last German offensive on the Western Front aims to attack through the Ardennes, split the US and British forces, and recapture Antwerp. Shortly afterwards the Germans also attack in Alsace aiming to recapture Strasbourg from the Americans. The initial German attack throws back the Allies creating a 50-mile deep 'bulge' in the front line. However, the Allies soon regroup and contain the attack. As the weather improves the Allies counter-attack with aircraft and land forces. By 26 January all the German gains made during the Battle of the Bulge are lost. Hitler's last chance to stem the Allied advance proves a costly failure.

1945

14 JANUARY – THE INVASION OF GERMANY

The advance to the Rhine continues with heavy fighting throughout January and February. Hitler's refusal to allow Field Marshal von Rundstedt to retreat results in fierce fighting and massive casualties amongst defenders and invaders alike. During the battle of the Rhineland 280,000 Germans fall prisoner to the Allies. The Rhine is breached at four points between 7 and 26 March. The first to cross are the Americans using the bridge at Remagen. The British crossing in the north is the largest airborne assault of the entire war: Operation *Varsity*. From the Rhine bridgeheads the Allies spread out, encircling pockets of German resistance. 300,000 Germans fall prisoner in the Ruhr Pocket in early April. This ends effective resistance to the Allied advance. With the Soviets approaching from the east, the western Allies halt at the Elbe. American and Russian troops meet in late April. On 7 May Eisenhower accepts the Germans' unconditional surrender. The war in Europe is over.

US Army Light Mortar Team

THE MEDITERRANEAN AND AFRICA

1939

7 APRIL – ITALIAN INVASION OF ALBANIA

King Zog flees into exile in Greece as Italian forces sweep aside futile resistance by a scratch force of armed police and civilians.

Italian L6/40 Light Tank

1940

10 JUNE – THE EAST AFRICA CAMPAIGN

Italy declares war on Britain and France. In July Italian forces move against British-held positions in the Sudan and Kenya. By August the Italians have driven the British from British Somaliland. This is the only campaign of the war in which Italian land forces were to achieve victory without German help. From September the British counter-attack from the Sudan and Kenya, and the Italians are forced onto the defensive. On 5 May 1941 Haile Selassie returns to Addis Ababa exactly five years to the day since fleeing the Italian occupation. The Italians are pushed into the highlands of northern Ethiopia where they prepare to fight the last battles of the campaign. The Duke of Aosta, the Italian commander, surrenders on 18 May. Italian garrisons continue to hold out for some months and the last, Gondar, does not surrender until November. The brunt of the British campaign is fought by Indian and South African troops.

13 SEPTEMBER – THE WESTERN DESERT CAMPAIGN (1940–42)

The Italians invade Egypt from Libya striking for the Suez Canal. They are initially successful but failure to maintain their supply lines results in their forces becoming bogged down, giving the British time to mount a counter-attack, Operation *Compass*.

28 SEPTEMBER – THE BALKANS CAMPAIGN

This begins with the Italian invasion of Greece. The Hellenic army meets and throws back the Italian forces, and by December the Greeks have advanced into Italian-occupied Albania. The Italians mount a new offensive in March 1941 but this is unsuccessful, prompting Hitler to send German troops into Greece from Bulgaria. Meanwhile British and Commonwealth troops are sent to Greece from North Africa under the command of General Wavell, with the aim of creating a Balkan front together with Greek and Yugoslav forces. The Allies are unable to stem the German advance, and an armistice is signed on 23 April handing Greece to the Axis forces. It is sometimes said that the failure of the Italian invasion was to have significant effects on the course of the war, obliging Hitler to divert troops earmarked for the invasion of Russia and delaying the opening of Operation *Barbarossa*.

1941

FEBRUARY – OPERATION COMPASS

By February 1941 the Italians are in full flight, hotly pursued by the newly arrived Australian 6th Division. Finding their line of retreat blocked by troops of 7th Armoured Division 130,000 Italians surrender. Fearing the consequences of complete Italian collapse, Hitler sends

Afrika Korps PaK 38 5cm Anti-Tank Gun

British Matilda II Infantry Tank

Rommel's Afrika Korps to shore up his allies. Through April the Axis forces drive the British back towards Egypt until they are brought to a halt at Tobruk. Tobruk is to remain under siege until December when it is relieved by the newly formed 8th Army during the British counter-attack Operation *Crusader*.

2 MAY – THE ANGLO-IRAQI WAR

Encouraged by the success of the Axis powers, a coup by anti-British revolutionaries topples the Iraqi government. The British airbase at Habbaniya comes under siege from local forces. After mounting a successful defence of Habbaniya and advancing to take Fallujah, Commonwealth troops capture Baghdad. By June the Iraqis capitulate and a pro-British government is installed. British forces are hugely outnumbered but enjoy air superiority. The Iraqis receive considerable aid via Vichy French-controlled Syria including Italian and German supplies flown in from Syrian airfields. The brief campaign witnesses the last major action by mounted troops of the British army during the march from Palestine to Habbaniya.

5 MAY – THE SYRIA–LEBANON CAMPAIGN

British, Commonwealth and Free French forces invade Vichy French-controlled Syria. The Allied invasion is resisted with considerable vigour, to the disappointment of General de Gaulle who was hoping to turn the Syrian army over to the Allied cause. The fighting is over by mid-July with the surrender of nearly 38,000 French troops, of which fewer than 6,000 volunteer to join de Gaulle's Free French. The remainder are sent back to France.

20 MAY – THE BATTLE OF CRETE

The Germans invade Crete with paratroopers and glider-borne troops. Initial resistance by British and Greek forces almost succeeds in driving away the first wave of invaders, but the Germans eventually gain a foothold enabling them to fly in reinforcements. By the end of the month the Germans take control of the island. Casualties amongst the German paratroops are so high that the Germans abandon further operations of this kind for the rest of the war.

25 AUGUST – ANGLO-SOVIET INVASION OF IRAN

The Russians and British combine forces to secure the Persian oilfields. Iran is officially neutral, but the pro-German leadership is perceived as a threat to Allied supply lines. Iranian forces are quickly overwhelmed and a pro-Allied government installed. The British invade from the south and the Russians from the north, meeting about 100 miles west of Hamadan at the end of August.

Into the blue – British armour heads out into the desert wilderness

NOVEMBER – OPERATION CRUSADER TO EL ALAMEIN

In November 1941 the 8th Army begins Operation *Crusader*. Axis forces are once again pushed westward as far as El Agheila, but Rommel is quick to counter-attack. By May 1942 Rommel's panzers stand a mere 66 miles from Alexandria at El Alamein. In July Rommel's advance is brought to a halt at the first battle of El Alamein after almost a month of fighting. In the face of an Allied army growing rapidly in strength, Rommel makes another attempt to break through the British defences at Alam el Haif but is forced to withdraw in the face of stiff opposition and overwhelming Allied air power. It was to be the last offensive operation mounted by the Afrika Korps. Following the failure of Rommel's offensive, Montgomery, the commander of the 8th Army builds up his forces for a counter-attack that sends the Axis armies reeling back into Tunisia. This attack comes at the second battle of El Alamein fought from 23 October to 5 November 1942. This significant Allied victory ends the war in the western desert and the threat to Egypt and the Suez Canal.

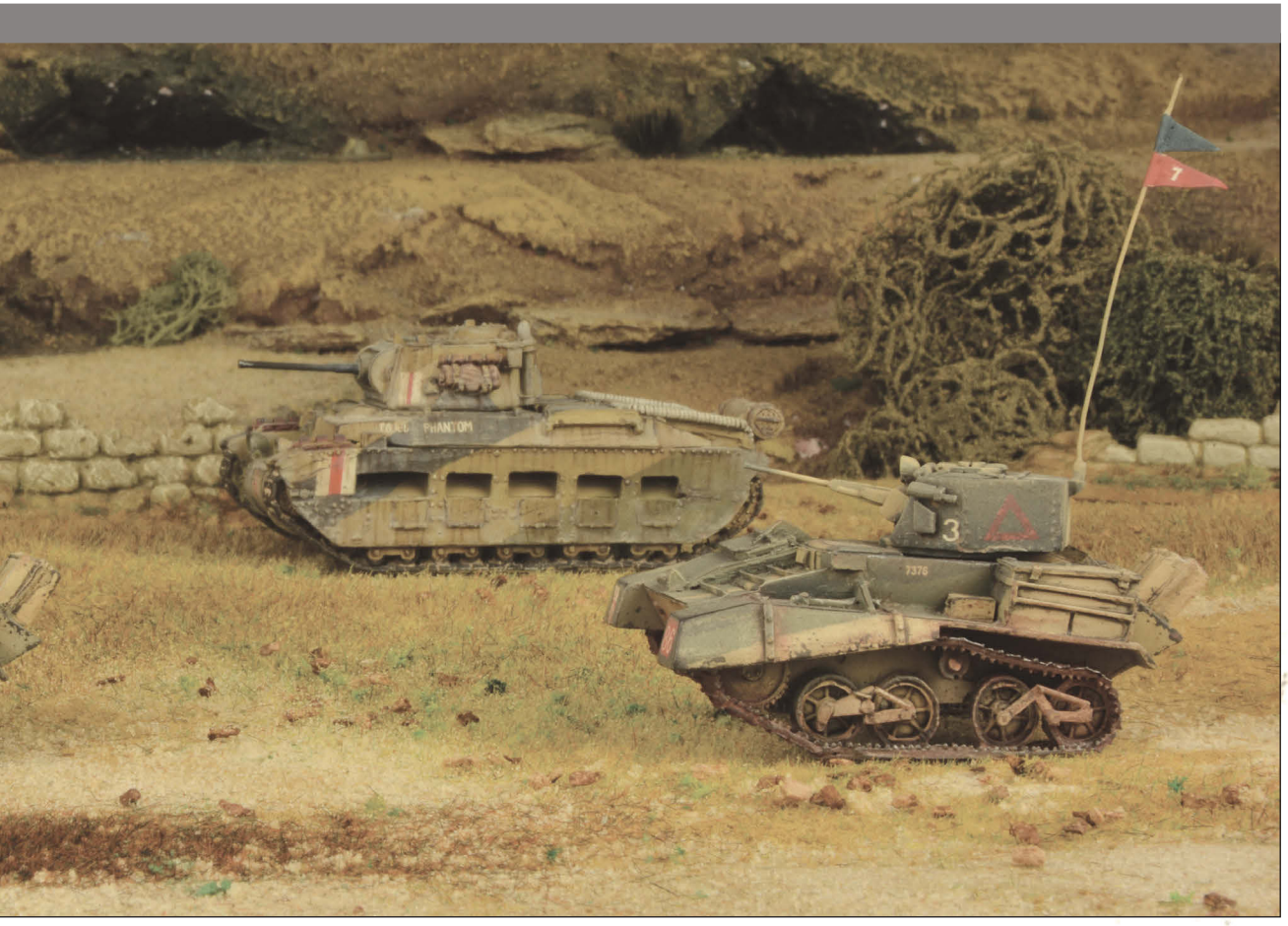
1942

5 MAY – THE MADAGASCAR CAMPAIGN

The British invade Vichy French-held Madagascar in order to secure its harbours against possible use by Japanese submarines. A daring amphibious operation leads to fierce fighting over the northern naval base of Diego Suarez, which falls to the Allies two days later. The bulk of British forces are immediately withdrawn to India where a Japanese invasion is expected. Vichy troops continue low-level resistance for many months. The island is eventually surrendered to the Allies in November.

NOVEMBER 8 – OPERATION TORCH

American and British forces land at three points in Vichy-controlled French North Africa: Casablanca in Morocco, Oran in western Algeria, and Algiers. Their aim is to catch the Axis forces in North Africa in a pincer move from east and west. These amphibious operations are supported by ships and aircraft on both sides, the French fleet and much of France's air force having taken refuge here following the German occupation. Resistance



is fierce but brief, especially from the French naval contingent, which takes a heavy toll of American ships and landing craft. Casablanca surrenders on 11 November. Oran falls on 9 November after heavy bombardment by British battleships. The fighting around Oran sees the first deployment of American paratroops. In Algiers the invasion is timed to coincide with a coup by the French Resistance and unexpectedly succeeds in capturing Admiral Darlan, the leader of the Vichy military. Darlan's surrender, and subsequent cooperation with the Allies, leads to Germany's occupation of Vichy France by the end of the month.

NOVEMBER 11 – THE TUNISIAN CAMPAIGN

Following the success of Operation *Torch*, American and British forces move westward to take control of Tunisia – the easternmost of the Vichy's North African colonies and an important base of operations for Italian and German forces in the western desert. The initial 'Run for Tunis' fails to capture the capital and both sides build up their forces. The fighting continues and, in February 1942, sees the first large-scale engagement between German and American forces at Kassarine Pass – a narrow defile in the Atlas Mountains. Montgomery's 8th Army presses from the east and the rapidly reinforced Allies advance from

Fighting for 'The Factory', by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 155: Anzio 1944

the west, but Tunisia's naturally defensible terrain enables Axis forces to hold out until 7 May 1943 when the British finally take Tunis and the Americans move into Bizerte. The last Axis troops in North Africa surrender on 13 May 1943. 230,000 are taken prisoner.

1943

9 JULY – THE INVASION OF SICILY

Following devastating aerial and naval bombardment the Allies launch an amphibious assault upon Sicily. Sicily is held by Italian and German forces, including the Hermann Goring panzer division. Paratroops and glider borne troops are used to secure advance positions and sow panic amongst the defenders. The Americans capture Palermo on 22 July. By mid-August the Germans begin to evacuate their forces across the heavily defended Strait of Messina. By 17 August the evacuation is complete and the remaining Axis forces – mostly Italian – fall prisoner.

25 JULY – ITALIAN ARMISTICE

Mussolini's Fascist government collapses and Mussolini is arrested. The new Italian government make peace overtures to the Allies. On 14 August Rome is declared an open city. An armistice is signed on 3 September but by now the Germans have taken moves to occupy Italy.

3 SEPTEMBER – THE INVASION OF ITALY

The Allies land troops in southern Italy but reserve their main strength for a landing at Salerno to the south of Naples on the 9 September. There is no preliminary naval bombardment. The Allies rely upon the advantage of surprise to advance rapidly and capture the mountain passes before the Germans can react. The Germans, however, are well prepared. Although US Rangers and British Commandos are successful in capturing vital passes, the main Allied forces are slow to win a secure beachhead in the face of a well-organised German defence. On 16 September Allied forces from the south join the troops around Salerno, capturing Naples on 1 October. The Allies now occupy all of southern Italy roughly on a line with Naples, whilst the Germans settle upon a defensive line – the Gustav Line – between Naples and Rome. The opposing forces were well matched (13 German divisions defending against 18 Allied divisions) and the invaders' northwards progress is to prove slow and hard-won. By the end of the year the senior Allied commanders (Eisenhower and Montgomery) depart to prepare for the invasion of North-West Europe.

US Army .30 Cal Medium Machine Gun Team

British LRDG Patrol

1944

22 JANUARY – THE ANZIO LANDINGS

The Allies land four divisions behind the Gustav Line at Anzio in an attempt to outflank the Germans and advance upon Rome. The amphibious operation itself is successful, but the Allies' failure to exploit their initial surprise enables the Germans to organise a defensive line. The invaders are confined into a small zone around their beachhead. The Allied forces to the south gradually advance northwards and the Germans fall back onto prepared defences – the Gustav Line. The fierce fighting around Cassino demonstrates both the ferocity of the German defence and just how well suited the terrain is to resist invasion. Commanding the approach to the strategically important Liri valley, Cassino is seen as the key to the Gustav Line. Much importance is attached to the hilltop abbey overlooking the valley and affording a prime position from which to direct artillery. Monte Cassino stubbornly resists both assault and aerial bombardment until the Polish II corps eventually captures what is left of it on 18 May. With the fall of Cassino the Allies break through the Gustav Line and advance rapidly northwards. The chance to trap the German 10th Army between Allied forces from Cassino and Anzio is lost following a successful rear-guard action by the retreating Germans. The Germans now occupy a line north of Rome between Pisa and Rimini – the Gothic Line. By July the opposing armies are arrayed across this Gothic Line, but by now the focus of the Allied war effort has shifted to Normandy, and it will be the end of August before they are ready to advance again.

15 AUGUST – THE INVASION OF THE SOUTH OF FRANCE – OPERATION ANVIL

American and French troops mount an amphibious operation along the southern French coast supported by naval bombardment and aircraft. Toulon and Marseilles fall to the French. The Americans advance up to the Rhone valley in pursuit of the retreating Germans but fail to prevent their escape to Alsace. By mid-September American forces from the south (7th Army) had met those advancing from the north (3rd Army) near Dijon.

25 AUGUST – THE GOTHIC LINE

The Allies return to the attack in northern Italy and soon break through the Gothic Line. Rimini falls to the British on 21 September and the Americans begin to advance upon Bologna in October. But the Germans' skilful defence succeeds in reducing the Allies' advance to a crawl and it is not until April of 1945 that the full weight of the Allied armies succeeds in breaking through into the Po valley. German resistance remains fierce, but with the war in the west all but lost, the remaining Axis forces surrender on 2 May. Of particular note is the inclusion amongst the Allies of the Brazilian Expeditionary Force – a division-strength organisation fighting as part of the US 5th Army.

ASIA AND THE PACIFIC

1937

7 JULY – SINO–JAPANESE WAR

The Japanese occupy strategically important parts of China including Manchuria (Manchukuo) and much of northern China. The war takes on a more determined character as the Japanese assault and capture Peking (July), Shanghai (November) and Nanking (March 1938). Fighting continues between the Japanese and Chinese nationalists, supported at various times by both the Soviets and Americans. The Sino-Japanese War will eventually merge into World War II and will not end until the defeat of Japan in 1945.

Japanese SNLF and Ka-Mi Amphibious Tank

1940

22 SEPTEMBER – JAPANESE INVASION OF FRENCH INDO-CHINA

The Japanese invade and occupy French Indo-China in order to take control of the rail link supplying Chinese forces to the north. There is sporadic resistance from French colonial troops and Foreign Legionnaires and all fighting ceases by 26 September.

1941

7 DECEMBER – THE ATTACK ON PEARL HARBOR

The Japanese declare war on the USA. The USA declares war on Germany and Italy four days later.

8 DECEMBER – JAPAN ATTACKS HONG KONG

Japanese forces advance into the British colony. British, India and Canadian troops are quickly overwhelmed. Hong Kong surrenders on 25 December.

8 DECEMBER – THE MALAYAN CAMPAIGN

The Japanese invade the British colony of Malaya from French Indochina. The colony is defended by British Indian, Australian and Malayan troops and is speedily overrun. The Japanese capture 50,000 troops. The remaining British forces retreat to Singapore where they surrender on 15 February 1942. A further 80,000 British and Commonwealth troops are taken prisoner. Of the Indian troops who surrender as many as 40,000 are recruited to fight for the Japanese, forming the Indian National Army.

8 DECEMBER – THE PHILIPPINES CAMPAIGN

The Japanese invade the island of Luzon on 10 December and the Americans mount a fighting withdrawal. Resistance continues until the following April when all remaining Allied forces in the Philippines surrender to the Japanese.

17 DECEMBER – THE BATTLE OF BORNEO

Japanese invade Borneo with the intent of capturing the oilfields of Sarawak and Brunei. With the Japanese firmly established by the end of the month the tiny British and Dutch garrisons are driven into the mountains. In January of 1942 the Japanese attack the Dutch-held island of Tarakan, a centre of the Dutch oilfields. After fierce and determined fighting the Dutch are overwhelmed, but not before they manage to destroy the facility. In retaliation the Japanese execute all Dutch prisoners taken in the fighting. All remaining Allied troops finally surrender in April 1942.

1942

16 JANUARY – JAPANESE INVASION OF BURMA

The first phase of what is to become known as the Burma campaign begins with a Japanese invasion from occupied Siam. The objective is to capture Rangoon and cut off supply lines to the Nationalist Chinese. In an attempt to prevent being outflanked, the British withdraw beyond the Sittang River. Fearing its capture by the Japanese, the last bridge over the river is demolished. Troops from the 17th Indian Division are trapped and captured. With the loss of these troops Rangoon is considered indefensible. The city falls to the Japanese on 7 March. Remaining British troops flee northwards and join the substantial Chinese Expeditionary Force in Burma. The British and

Chindit Vickers Medium Machine Gun Team

Chinese are unable to halt the Japanese advance. With supply lines compromised and the monsoon approaching the British mount a retreat to India. Unable to face the Japanese alone, some Chinese retreat to India where they fall under the command of the American General Joseph Sitwell. The Japanese continue to push Chinese forces from Burma with the help of their Thai allies and have pretty much succeeded in doing so by the end of the year bringing the first phase of the Burma campaign to a close.

23 JANUARY – THE NEW GUINEA CAMPAIGN

The Japanese invade New Guinea, capturing Rabaul on the island of New Britain. This important naval base becomes the centre of operations for the subsequent Japanese campaign in the South Pacific. Papua in eastern New Guinea is to witness some of the most desperate jungle fighting of the war, with the Australians and Japanese closely engaged in the mountains and jungles around the capital of Port Moresby. The port is the key Allied base of operations and the last bastion between the Japanese and Australia. In May the Japanese attempt to mount an invasion of Papua by sea but are thwarted during the battle of the Coral Sea. With the Japanese fleet countered by the American navy it is left to the Japanese army to push southwards overland, crossing a series of heavily defended ridges by narrow mountain trails and jungle tracks. By the end of September the Japanese are within sight of their target, but such is their state of exhaustion and lack of supplies that they are unable to press on. Much needed reinforcements are diverted to Guadalcanal in the Solomon Islands, which the Japanese high command sees as a more important objective. The Japanese retreat to their northern beachheads whilst the Australians, now reinforced by substantial numbers of American troops, begin their counter-attack. From now until August 1945 the Allies would gradually advance upon and recapture Japanese-held positions throughout Papua and Dutch New Guinea.

26 JANUARY – THE SOLOMON ISLANDS CAMPAIGN

The Solomon Islands, stretching eastwards into the Pacific, were seen as of strategic importance to both

US Marines hold out against a banzai charge on Guadalcanal, by Steve Noon © Osprey Publishing Ltd.
Taken from Weapon 23: The M1903 Springfield Rifle

sides. Lying between the USA and Australia, control of the islands would give the Japanese the ability to cut off a major supply route to Australia, and form a ring of naval bases and airfields that would anchor their eastern flank. The Japanese occupied the Solomons at the start of 1942, including the island of Guadalcanal. Aiming to push the Japanese from their bases and ultimately to recapture the Philippines, the Americans launch the first major Allied counter-attack upon Japan in August with the invasion of Guadalcanal. The fighting over the east Solomons involves rival navies and aircraft as well as land forces – a characteristic shared with the campaigns in New Guinea and the Central Pacific. The fighting over Guadalcanal lasts until the Japanese withdrawal in February 1943, by which time over 10,000 Japanese troops have been successfully evacuated. With Allied victories in New Guinea and Guadalcanal, the Japanese are thrown onto the defensive. Following this important victory for the Allies the fighting becomes part of the broader campaign in the South Pacific. Allied troops advance westward along the Solomon archipelago and New Guinea coast. The fighting continues until the end of the war, but the balance of power shifts inexorably in favour of the Allies. After the war Japanese leaders would cite Guadalcanal as the decisive turning point of the war in the east.

Japanese Type 4 Ho-Ro Assault Gun

14 FEBRUARY – INVASION OF SUMATRA

As Allied forces withdraw from Malaya, the Dutch colony of Sumatra becomes a staging post and forward airbase for Allied operations. Dutch troops are soon driven from the ports and oil refineries by Japanese invaders including paratroops. The Dutch take to the hills and continue to fight on until March.

20 FEBRUARY – THE BATTLE OF TIMOR

The Japanese invade Portuguese and Dutch Timor, but Australian and Dutch forces take to the interior and continue to wage a successful guerrilla war until February of 1943 when they are finally withdrawn to Australia. An entire Japanese division that could otherwise have been deployed in New Guinea is tied down for over a year.

28 FEBRUARY – INVASION OF JAVA

Dutch forces, with a small number of British, American and Australian troops, hold the island against the Japanese. Most of the 25,000 troops under Dutch command are native Indonesians. The Allies are unable to prevent the Japanese landing or capturing vital airfields. Java is surrendered in early March, marking the end of the Japanese annexation of the Dutch East Indies.

1943

20 NOVEMBER – CENTRAL PACIFIC CAMPAIGN

American Marines mount the first action against the Japanese in the central Pacific region. The battle of Tarawa

Banzai! Japanese troops charge Soviet tanks in Manchuria

sees a Japanese garrison of fewer than 5,000 men fight almost to the last man against 35,000 Americans supported by aircraft and warships. Tarawa begins the long process of 'island hopping' by which each captured island provides a base to attack the next target. The American aim is to recapture the Philippines and then launch an attack upon Japan itself. The Gilbert and Marshall Islands follow in early 1944. The Mariana Islands are targeted in June of 1944. Airfields in the Marianas allow B-29 Superfortress bombers to mount raids on the Japanese mainland. The fighting continues until the end of the war, the most notable fighting being in the Philippines, where over 300,000 Japanese lose their lives; Iwo Jima, where of 22,000 Japanese defenders all but 200 die resisting 70,000 invaders; and Okinawa.

1945

1 APRIL – THE BATTLE OF OKINAWA

Okinawa is the last battle of the campaign across the central Pacific. This island lies just over 300 miles from Japan and is the final obstacle against an invasion of the Japanese mainland. The Allied task force brings overwhelming materiel superiority to bear upon the defenders. The Japanese respond with kamikaze attacks. A naval taskforce led by the battleship *Yamato* fails to engage the Allies before it is destroyed by aerial attack. American troops fight their way across the island in a series of gruelling battles in which both sides suffer heavy losses. The Japanese troops are pinned by naval bombardment, artillery and air strikes, but survive by taking refuge in caves and prepared defences. American troops are forced to fight for every position, but they steadily overcome the defenders. By the end of May the monsoon rains bring floods, turning the battlefield to

mud. The Japanese finally surrender in June. The invasion of Okinawa is the biggest amphibious operation of the Pacific war. The Americans suffer 62,000 casualties with some 12,000 killed in action – the greatest toll of any battle in the campaign. It's not possible to be sure of the Japanese casualties, as almost all the 120,000 strong garrison fought to the death and of the 7,000 or so who surrendered to the Americans most are impressed Okinawans rather than regular soldiers. About 150,000 civilians are killed during the fighting.

9 AUGUST – RUSSIAN INVASION OF MANCHURIA

Russian troops, including battle-hardened formations transferred from Europe after the fall of Germany, invade Manchukuo. The depleted Japanese Kwantung army is overwhelmed, its best troops having been redeployed to take part in the fighting in the Pacific. The Russian invasion strikes a decisive blow against the Japanese leadership, who had steadfastly maintained a neutral position with the Soviets throughout the war.

OCTOBER – THE INVASION OF JAPAN – OPERATION DOWNFALL

The planned invasion of Japan by Allied forces is cancelled following the surrender of Japan on 15 August. Operation *Downfall* remains a 'what if' scenario of potentially terrifying carnage. After the experience of the battle of Okinawa, the Americans prepare to sustain unprecedented casualties. Half a million Purple Hearts, medals awarded to soldiers killed or wounded in battle, are struck in anticipation of the invasion. More atomic bombs are prepared for use against targets in Japan, with seven to be available to support the invasion itself. American ground forces are advised to avoid entering sites of nuclear devastation for two days following detonation. Estimates of potential American casualties made by military commanders at the time and by historians since vary from hundreds of thousands to well over a million. Estimates of Japanese casualties, including civilians, exceed ten million.

US Marines and a Sherman Medium Tank in mutual support

BASIC SUPPLIES

To begin a game of *Bolt Action* you will need this set of rules and one or more opponents to play against. Each opposing side will also require painted model troops, representing the soldiers, guns and tanks of your chosen armies. Finally, you must find a playing surface to represent the battlefield – a table top of some kind is the preferred solution, but the floor will do and certainly has the advantage of size. Ideally, your battlefield will be fashioned to represent a suitable scene where the action is to take place. It might include model woodland, buildings, roads, hills and so on. It could be an industrial scene with shunting yards and factories. Or perhaps it is simply a wasteland of heath and marshes. There are just a few more basic supplies you will need before you are ready to take your armies into action.

TAPE MEASURE

During the battle it is necessary to measure distances when you move your troops and when they shoot their weapons. All distances in this book are given in inches (e.g. 6", 12", etc.). If you prefer to play using centimetres you are welcome to do so, counting each inch as either one or two centimetres as you please.

The easiest way to measure distances during the game is without a doubt a retractable tape measure, but you can also use rulers of suitable length if you prefer.

DICE AND MARKERS

D6S

Bolt Action uses ordinary six-sided dice, which we simply call a 'die' or 'D6' for short. Rolling an ordinary die gives you a random number between 1 and 6. Occasionally we will need to generate a different range of results, so you will see the following notation used throughout the rules.

D2: This means roll an ordinary die and on a roll of 1, 2 or 3 the result is 1, and on a roll of 4, 5 or 6 the result is 2.

D3: This means roll an ordinary die and halve the result, rounding up, thus generating a score of 1, 2 or 3.

2D6: This means to roll two dice and add their results together, for a total score of between 2 and 12. Only rarely will you be asked to add more dice and add them together; for example, 3D6, 4D6 and so on.

D6+1: This means to roll a die and add 1 to the result, generating a score between 2 and 7. This can be varied in many different ways by rolling different numbers of dice and then adding or subtracting different values. For example you could be asked to roll 2D6–1 for a final score of between 1 and 11, or you might be asked to roll D6+3, 3D6–2, and so on.

ORDER DICE

In the *Bolt Action* game troops can be given different kinds of instructions, which we call orders. There are six different orders: *Fire*, *Advance*, *Run*, *Ambush*, *Rally*, and *Down*. We will explain how these work in due course. During play a die is placed next to an infantry, tank, artillery piece or other unit to show which order has been given. Flip the die so that the number showing uppermost corresponds to the order as follows.

1. *Fire*
2. *Advance*
3. *Run*
4. *Ambush*
5. *Rally*
6. *Down*

Ideally each player will have a set of distinctly coloured but otherwise identical dice to use for orders; for example, Germans blue and Russians green. Each side starts the game with one order die for each unit, which is to say one die for each squad or team of infantry and one for each tank, armoured car or other vehicle. So, if an army has six infantry squads, a machine gun team, and three tanks then it has ten distinct units and the player starts the game with ten order dice.

Warlord Games have made sets of special order dice in distinct colours – these dice are clearly marked *Fire*, *Advance*, *Run*, *Ambush*, *Rally* and *Down*. Although you don't need to have these dice to play *Bolt Action* they are a convenient and attractive alternative to using standard coloured dice.

DICE BAG

During the game both sides' order dice are placed together in some kind of container and drawn blind one at a time to determine which side acts next. To facilitate this you will need a bag, large mug, a dice bag, pot, or some similar opaque container large enough to hold all the dice. In the rules we always refer to this as a dice bag, but it can be any suitable container so long as it allows you to draw the dice unseen.

If you don't have two sets of differently coloured dice to use as order dice, then all you need are differently coloured tiddlywinks, beads or card chits instead. Let's say you are using chits cut from a sheet of thin card. One player takes one blank chit for each unit in his army; the opposing player takes one chit for each of his units and marks his chits with a cross. The chits are then placed together in the dice bag and drawn at random to determine which side acts next. When a unit acts any dice can then be used together with the chit to show which order has been given. Alternatively, players can make up their own card counters with the orders marked on them if they prefer.

PIN AND OTHER MARKERS

Pin markers are placed next to units when they are hit by enemy fire to show that they are 'pinned'. This reduces their ability to respond to orders effectively. Any kind of distinctive marker will do the job and some examples of the kind of thing we use are shown below. The explosions are the official *Bolt Action* pin markers, while the helmet-and-rifle markers can also be acquired from Warlord Games, or recreated using spare parts from plastic infantry kits.

Occasionally you will need markers for other purposes, for example to mark a target for aerial attack or artillery bombardment. Use any distinctive marker for this. We often use a coloured chit.

TOP SECRET

RE-ROLLS

Sometimes a rule will allow you to re-roll a result. This means to pick up the dice you just rolled if you are not happy with the result and roll them again. The second score is the one that you must use, even if it's worse than the first! Note that you can never re-roll a re-roll – you must accept the re-rolled result.

Canadian troops defend against elements of an SS Panzer Division, by Peter Dennis © Osprey Publishing Ltd.
Taken from Weapon 28: The Bren Gun

British Bren Light Machine Gun

CONVENTIONS OF WAR

MEASURING DISTANCES

When you play *Bolt Action*, you will often need to measure distances between units, as well as the distance moved by models as they make their way across the battlefield.

DISTANCE BETWEEN MODELS

Each of our soldier models is normally glued on a round base 25mm diameter to ensure stability. The distance between two models is always measured between the closest points of their bases. If the models do not have a base, use their torso, hull, gun carriage, or comparable 'core' portion of the model. Ignore parts of a model that might stick out like gun barrels, bayonets, outstretched arms, radio aerials, etc.

Sometimes a team weapon or artillery piece and its crew might be glued on a single 'multiple base' for ease of use. When it comes to measuring distances to units mounted on such 'multiple bases', imagine that each soldier model has a 25mm round base under its feet (or a 25x50mm oblong base for prone/cavalry/motorbike model etc.) and ignore the larger base. If the crew suffers casualties, simply place a die on the base and turn it to show how many models have been killed.

DISTANCE BETWEEN UNITS

Most infantry units are made up of two or more models, but most often five or ten. The distance between two different units is always measured between the bases of the closest models in the units. Follow the same guideline given above for models without a base.

NO MEASURING BEFORE DECIDING

Players are not allowed to measure distances before making a decision. A player must always declare his intention before measuring. For example, you might say, "I'm moving this infantry squad in such and such a direction" or, "My anti-tank gun is firing at that tank" and then proceed to measure. This means that, just as in reality, players cannot be sure about distances and ranges until they 'go for it'.

SIGHT

The game rules that follow often refer to what a 'what a man can see' or line of sight. Establishing what an individual trooper may or may not be able to see does require a little necessary judgement on the players' parts, but this will soon become habitual after a few games have been played.

To determine what a man can see, lean down and take a look from behind the model to get a soldier's eye view of the battlefield.

When doing this, you may ignore units of infantry and artillery, both friends and enemy, as in reality they would

Diagram 1: Measuring Model-to-Model

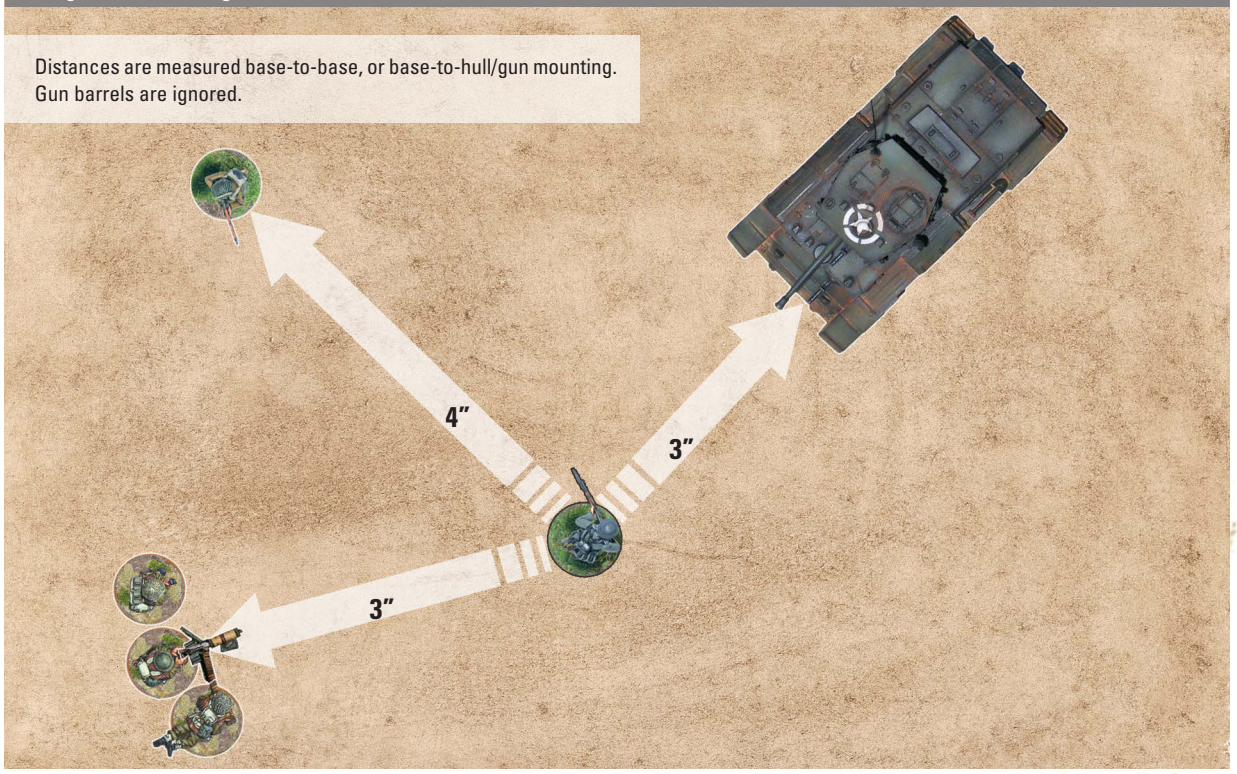
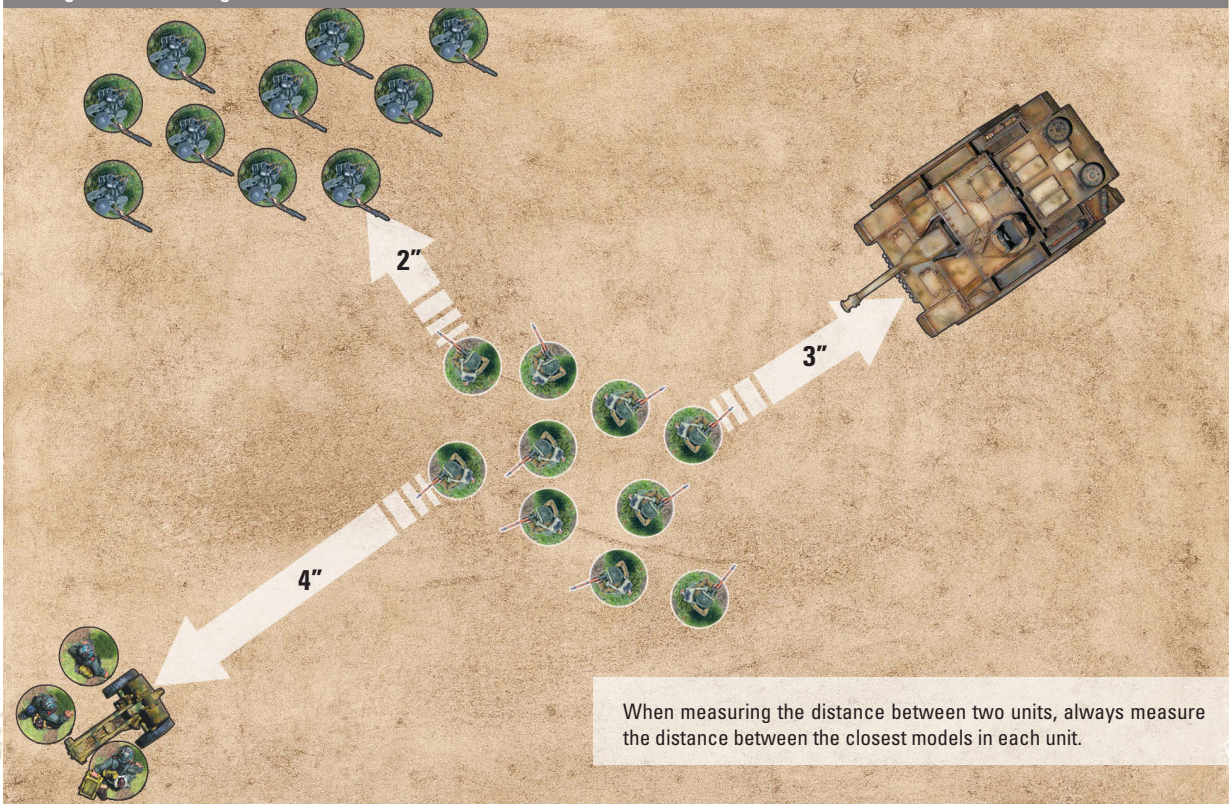


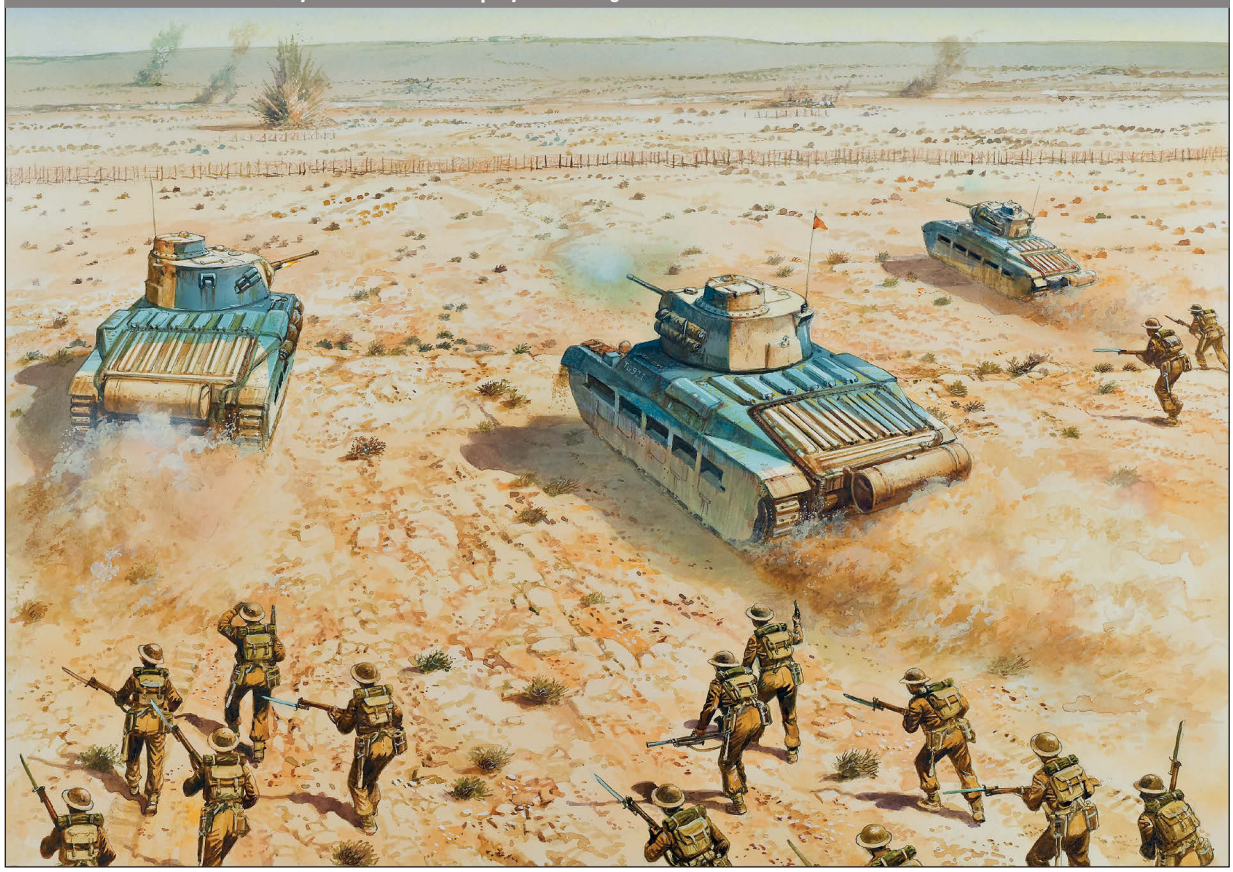
Diagram 2: Measuring Unit-to-Unit



When measuring the distance between two units, always measure the distance between the closest models in each unit.

The BEF advance on an enemy-held village

The attack on Fort Nibeiwa, by Peter Dennis © Osprey Publishing Ltd. Taken from Command 28: Archibald Wavell



not block line of sight as they would spend most of their time lying flat on their bellies, unlike our brave models that represent them. If need be you can (gently!) lie them down or remove them to work out your line of sight.

Vehicles and terrain, on the other hand, you cannot ignore and they will literally block the line of sight of your models. Have a look from behind the firer's head – if the torso or head of an enemy model can be seen clearly we assume the soldier can see that enemy. If only a peripheral part of a model can be seen such as an arm or leg, backpack, or the barrel of a weapon, then we assume the enemy cannot be seen because there are just too many obstructions or distractions. The same is true for vehicles – if all that can be seen is a bit of wheel or track, a radio aerial, exhaust pipe, the barrel of a gun, or some other extraneous detail then we assume the trooper cannot see the vehicle amongst the din, smoke and dust of battle.

There are a few exceptions to these rules (dense terrain, smoke screens, etc.), but these will be dealt were appropriate in the rules.

TABLE BOUNDARIES

The game is always played within the boundaries of the area available. Troops are not allowed to move beyond the edges of the table during play, except where this forms part of an outflanking move or objective as described in the game itself. Of course this is not strictly realistic, as no such restriction applies in the real world, but it is a necessary adaptation to playing games within a limited space.

British Sten Gun Mk II

UNITS

The models in your army must be organised into units prior to the game. The most common type of unit is an infantry section or squad. This is normally made up of around five to ten men representing soldiers from one of the warring nations. Other units may have fewer models, such as a gun and crew, or a machine gun team. Some units comprise a single model, as in the case of a tank or armoured car.

TYPES OF UNIT

All units belong to one of the following three basic types:

INFANTRY

By far the most common type of unit in *Bolt Action* as in reality, this category includes all soldiers fighting on foot and armed with man-portable weapons. For our purposes we shall also refer to units normally mounted on bicycles, motorbikes and even horses as 'infantry' as, in most cases, such troops will fight on foot in our game.

ARTILLERY

This includes all large calibre guns and comparable weapons on a carriage or fixed mount. A unit of artillery consists of the gun model itself and a number of crew models to fire and manoeuvre the weapon. Most guns can be manhandled rather slowly, or towed by a tractor or similar vehicle.

VEHICLES

This category includes all combat, transport and towing vehicles, from trucks, jeeps and armoured cars to self-propelled guns, tank destroyers and tanks. Vehicle units normally consist of a single vehicle model including driver and fighting crew where appropriate.

TOP SECRET

IMPORTANT NOTE

The basic game rules are written with units of infantry in mind. This allows us to explain how the rules work without overcomplicating matters with the numerous special rules that apply to tanks, howitzers and suchlike. The rules for different types of artillery and vehicles are explained separately in their own sections.

MODELS AND BASES

In these rules we assume that the models are mounted on the bases provided, which are 25mm diameter circles, or on the oblong base provided for prone soldiers, cavalry, motorbikes, etc. Sometimes a support weapon or artillery piece can be mounted on a single larger base – this is fine, just imagine that each soldier crewing the weapon is mounted on a 25mm round base (or oblong 25x50mm base if prone) if the rules call for a situation where the position of each soldier matters.

FORMATION

If a unit consists of more than one model, its members must remain in formation. This means that each time the unit moves the models in it must form a group, either in a line or clump, with each member of the group separated from the others by less than 1". If an individual should become separated from his unit, perhaps because other models have fallen casualty and have been removed, then this must be corrected as soon as possible – normally when the unit moves again (and note that the unit must move in order to restore formation).

ONE-INCH GAP

To help prevent units becoming muddled or positions confused during the battle, units must always end their move 1" or more from any other unit whether friend or foe. In other words, there must be a gap of at least 1" between units once a unit has moved. The exception is that units *Assaulting* an enemy move into contact and fight close combat as explained later.

As well as ending its move at least 1" from other units, no models in a unit can move closer than 1" to any enemy unit during the move itself. A distance of at least 1" must be maintained. Once again, an exception is made for units assaulting an enemy as explained later.

German KAR98K

THE TURN

During each turn, order dice are drawn 'blind' from the dice bag one at a time. When a player's order die is drawn he must use it to activate a unit. Once all the dice have been drawn, or once all the units capable of acting on orders have done so, the turn ends. At the end of each turn the dice are returned to the dice bag ready for the next turn, except for *Ambush* and *Down* orders which can alternatively be retained from turn to turn as explained below.

PREPARING TO PLAY

Before the game begins the players must each place an appropriate number of order dice in the dice bag. This is one die for every unit in their force, including for units that begin the game in reserve as described later. For example, if a force of 12 German (blue) units is facing a force of 16 American (green) units, then the bag starts off with 12 blue order dice and 16 green order dice. Should you be using some other tokens rather than order dice then you would have 12 blue tiddlywinks and 16 green tiddlywinks, or blue and green card chits, or whatever.

TURN SEQUENCE

Bolt Action is played in turns. A battle normally lasts for a set number of turns as discussed later. In each turn the players follow the sequence as shown below. For the sake of explanation, from this point we shall assume that players are using order dice rather than chits or other tokens, but the process is basically the same whichever method is employed.

1. ORDERS PHASE

1. Draw an order die from the dice bag and hand it to the appropriate player.
2. The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given an order it cannot be given another order that turn.
3. If necessary, the player takes an order test to determine if the unit follows the order.
4. The player executes the unit's resulting action.
5. Back to 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.

2. TURN END PHASE

Return all order dice to the bag, except for those units wishing to retain an *Ambush* or *Down* order as noted later.

LOSING DICE

Units that are destroyed during the turn lose their order dice. If a destroyed unit has already taken its action remove the order die placed next to it. If a destroyed unit has not already taken its action remove a die from the dice bag. Order dice lost as a result of units being destroyed are removed from play and placed aside where both players can see them. When units are lost this therefore reduces the number of dice available for the following turn.

Avanti! Mussolini's soldiers advance in North Africa

ORDERS

When a unit receives its order die, this represents the squad's leader telling his men what to do. Ultimately, of course, this is you, the player, deciding how you want your troops to act that turn. However, if troops are under fire, there is a possibility that the men will disappoint both you and their squad leader, and decide all they really want to do is to keep their heads down.

The choice of orders a player can issue to his units is represented by the six faces of the order die as follows:

Order	Summary of Action
1 *Fire*	Fire at full effect without moving
2 *Advance*	Move and then fire
3 *Run*	Move at double speed without firing; also used for assaulting
4 *Ambush*	No move or fire but wait for opportunity fire
5 *Rally*	No move or fire but lose D6+1 pin markers
6 *Down*	No move or fire but gain an extra -2 to be hit

FIRE

The models in the unit do not move, instead they open up with their weapons at their chosen target(s) at full effect. Some large and bulky weapons can only be fired by units receiving this order, as they require the firer to be stationary. See the rules for Shooting on page 48.

ADVANCE

The unit can move and then fire its weapons. The unit's shots will be less accurate than if it chooses to remain stationary and fire, and some of its weapons may not be able to fire at all. See the rules for Movement on page 44 and for Shooting on page 48.

RUN

The unit moves at double speed, but cannot fire any of its weapons. See the rules for Movement on page 44.

AMBUSH

The unit does not move or fire. Instead, the soldiers take up firing positions and wait for a target to present itself. See the rules for Shooting on page 48.

RALLY

The unit does not move or fire. Instead, the troops pause for breath, patch up the wounded, pass ammo around and regroup ready for the following turn. See Pinned, below.

German Sd.Kfz 232 (6 Rad) Armoured Car

DOWN

The unit does not move or fire. Instead, the troops hit the dirt and keep their heads down as far as possible, making maximum use of whatever cover is available. See the rules for Shooting on page 48.

PINNED

Normally, units do what you order them to do without question. However, units that find themselves under enemy fire are less reliable, and sometimes they will ignore their orders altogether. This is represented by the rules for pinning. Pinned troops are indicated by markers placed on the tabletop next to or behind the affected unit. Units that have taken a great deal of fire will gain more markers and will become increasingly reluctant to obey their orders.

PIN MARKERS

Every time a unit is fired at by an enemy unit and suffers one or more hits as a result, place a single pin marker next to it. Units that are shot at by several enemies, or over a number of turns, can potentially rack up multiple pin markers: they become more firmly pinned down and the chances of them obeying their orders are reduced even further.

In the case of some particularly heavy weapons two or more pin markers can sometimes be scored against a target in one go. For example, if a heavy artillery barrage hits a unit it is likely to be more effectively pinned down than it would be by rifle fire. However, in general the fire of a single unit adds one pin marker to the target. Note that the number of hits caused is not important here: the only thing that matters is the fact that the target has been fired at and has been hit at least once.

It can sometimes happen that one of your own units will fire on another of your units accidentally. This is referred to as 'friendly fire'. Hits from friendly fire also result in a unit taking pin markers as if the target had been an enemy.

If you do not wish to clutter the gaming table with markers it is perfectly acceptable to note down where units

have been pinned instead. However, this does involve a certain amount of paperwork, so on the whole we would recommend that suitable and unobtrusive pin markers are used where possible.

EFFECT OF PINNING

Each pin marker on a unit lowers its morale value by one. Morale is discussed on page 42 and affects a unit's ability to obey its orders. Regular infantry has a morale value of 9. If it has two pin markers on it, its morale value would therefore be reduced to 7. If it has five pin markers its morale value would be reduced to 4.

In addition, if a unit ever has a number of pin markers on it that is equal or higher than the unit's morale value, the unit routs and counts as destroyed, as described below.

Pinning also reduces a unit's ability to fire effectively as we shall see later on; however, for purposes of understanding how orders work it is sufficient to know that each pin marker reduces a unit's morale value by –1.

ORDER TESTS

A unit that is not pinned executes any order it receives automatically. The order die is placed next to the unit and the corresponding action is carried out without any need to take an order test. There are some situations where orders are not received automatically and a test must always be made regardless of whether the unit is pinned – but these are occasional exceptions and need not concern us for now.

If a unit has one or more pin markers it is considered to be pinned down and might not obey its order. After placing the order die next to the unit, the player must take an order test to see if the order is obeyed. Roll 2D6 and compare the result with the unit's modified morale value as described above.

If the 2D6 result is equal or lower than the unit's modified morale value, the unit passes the test. A unit that passes an order test immediately discards one pin marker, and then executes the order it has been given. This represents the unit pulling itself together and recovering some of its discipline before obeying its instructions. For

British carriers speed into a shattered town

Belgian Chasseurs Ardennais Squad

example, if a regular unit has two pin markers its modified morale value is 9–2 =7. So, your 2D6 roll must score a combined total of 7 or less to pass the test. Any roll of between 2 and 7 will therefore succeed and any roll of between 8 and 12 will fail.

If the 2D6 roll is higher than the unit's modified morale value the test is failed. A unit that fails its order test does not discard any pin markers and must then execute a down action rather than the order intended. However, if a double six is rolled then not only is the order failed but the unit must roll again on the FUBAR chart below and take the action indicated. This means that the unit has panicked, misunderstood its order, or that something has gone terribly wrong somewhere along the line.

Regardless of any modifiers that apply to a unit's morale value, the highest morale value is 10 and the lowest is 2. This means that order test rolls of 2 will always succeed regardless of any modifiers that apply, and results of 11 or 12 will always fail.

AT FULL STRENGTH

Infantry squads can normally be purchased under strength, consisting of just five or six men. You can then add additional men to the squad, normally up to double the initial numbers, so ten or 12. If you purchase the maximum amount of men available (ten, 12 or whatever the number for that particular squad) the squad is said to be 'at full strength'. To represent the confidence of a fresh squad that has not taken casualties, infantry squads at full strength can re-roll failed order tests. The moment the squad takes the first casualty, this bonus is lost. Note, however, that this rule only applies to infantry units of at least ten men – smaller squads lack the staying power of large groups of men.

PINNED AND DOWN

There is one important exception to the rules for taking order tests. If you order a pinned unit *Down*, no order test is taken. The unit goes *Down* automatically. However, note that if you do this then the unit does not lose a pin marker, as it has not passed an order test.

PINNED AND RALLY

If a pinned unit is ordered to *Rally*, it will take the order test as above, but will ignore all negative modifiers from pin markers.

If the test is successful, the unit will immediately discard D6+1 pin markers rather than 1. Roll a die and add 1 to the score to determine how many pin markers are removed.

INCREDIBLE COURAGE!

If an order test roll comes up two ones (snake eyes) then not only is the order automatically given but the unit also immediately loses D6+1 pin markers rather than 1.

FUBAR!

If an order test roll comes up two sixes then not only is the order not given but the player must immediately roll on the chart below. Roll a die to find what action the unit takes.

FUBAR CHART

D6 Roll	Effect
1 or 2	**Friendly Fire** The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *Fire* order by the unit. The opposing player controls the firing unit as if it was one of his own, except that the chosen 'friendly' target (or targets) must have an enemy unit within 12" (proximity to enemy is precisely what has caused the 'friendly fire incident'!). If no such target is available the unit does not fire and goes *Down* instead.
3, 4, 5 or 6	**Panic** The unit executes a *Run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, or if the unit can no longer move for some reason, it goes *Down* instead.

TOP SECRET

ORDERS AND TERMINOLOGY

During a game we usually refer to units that have been given a *Fire* order as 'firing', a unit that has been given as *Advance* order as 'advancing' and so on for units that are running, in ambush, rallying or going down. We also use these same terms throughout the rulebook where the intent is sufficiently clear, but where we need to be precise we usually describe a unit that has a *Fire* order placed next to it as enacting, undertaking, conducting or otherwise engaged in a '*Fire* action', and so on for an *Advance* action, *Run* action, *Ambush* action, *Rally* action and *Down* action. Although it might sound a bit of a mouthful to say troops are 'taking part in a *Fire* action' this is plainly less circuitous than describing the same men as 'a unit that has a *Fire* order die placed next to it.'

TROOP QUALITY AND MORALE

Not all troops are the same. Some are highly trained, motivated, or experienced, whilst others are hurriedly conscripted and committed to the battlefield with little training or equipment. This is represented in the game by the morale value of the troops. As we have already discovered, this is a measure of how likely the unit is to follow orders under fire.

Troops are divided into three different categories as follows:

Quality	Morale	Examples
Inexperienced	8	Conscript, poor or little training, no combat experience.
Regular	9	Normal training and some combat experience.
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience.

SQUAD LEADERS

Infantry units normally include a leader. In the case of an infantry squad this would typically be a sergeant, corporal, lance corporal or an equivalent rank. These non-commissioned officers (NCOs) are an integral part of their unit and cannot be deliberately separated from it. If an infantry squad's leader is killed, the unit suffers a permanent –1 penalty to its morale value. The same is true for HQ units, consisting of a superior officer and a few men – if the officer is killed, the men will suffer the same permanent –1 penalty. Crewed weapons and weapons teams don't have specific models as leaders, but if the team is reduced to one last crewman, it also suffers a –1 penalty to its morale value in the same way.

PIN MARKERS

Remember that each pin marker on the unit also results in a –1 penalty to its morale value. A veteran unit with one pin marker has a morale value of 9, whilst the same unit with four markers has a value of 6, and so on.

WE'RE DOOMED! – ROUTED UNITS

If a unit has as many pin markers as its original morale value, or more, then it is automatically and immediately destroyed – its morale has entirely collapsed and the unit is routed from the field. Thus inexperienced troops are routed once they have 8 pin markers, regular units 9, and veteran units 10. This won't happen very often because units will usually be wiped out long before their morale collapses in this way.

The Trento Division strongpoint at El Alamein, by Steve Noon © Osprey Publishing Ltd. Taken from Warrior 169: Italian Soldier in North Africa 1941–43

MAXIMUM AND MINIMUM MORALE

Regardless of how many pin markers it has, or how many bonuses or penalties apply, a unit cannot have a morale value of greater than 10 or less than 2. Ten is the best value possible and 2 is the worst.

RETAINING AN ORDER AT THE END OF THE TURN

Normally, all the order dice used to activate units during the turn are gathered up and placed back in the dice bag at the end of the turn. There are, however, two notable exceptions.

AMBUSH

Units that end their turn in *Ambush* can retain their order or return it to the dice bag as usual. If the player decides to retain the *Ambush* order, the order die is left where it is and the unit starts the next turn already in ambush and ready to shoot at a target that presents itself. This allows a unit to stay in ambush from turn to turn, watching and waiting for the enemy to make a move.

Alternatively, at this point a unit in *Ambush* can attempt to fire – roll a D6. On a 4+ the unit can fire normally and then place its order die back in the dice bag. On a 3 or less, the unit does nothing and the *Ambush* dice is put into the bag – the unit has simply lost its concentration.

DOWN

Units that end their turn *Down* can retain their order or return it to the dice bag as usual. If the player decides to retain the *Down* order, the order die is left where it is and the unit starts the following turn already down. A pinned unit that does this also loses D3 pin markers immediately instead of returning its order die to the dice bag. This allows a pinned unit to recover its effectiveness without passing an order test, so long as it stays down, representing the unit's leader regrouping his men under fire.

MOVEMENT

Fire and manoeuvre are the keys to success and making the most of cover and good firing positions are therefore crucial to both sides. There will be times when rapid movement is called for, either to take a position ahead of the enemy or to mount an assault in the face of enemy fire. Other situations will call for a cautious advance with the benefit of covering fire from stationary units nearby.

ADVANCE AND RUN MOVES

An advancing infantry unit can move up to its basic move rate. This is usually 6" in any direction. Simply move each model up to a maximum of 6". Remember that a unit must maintain a formation, so once the whole unit has moved no model can be separated from the formation by more than 1". Remember that it is also necessary to leave a space between different units of more than 1" for the sake of clarity as already explained.

A running infantry unit can move as described above but at double its basic move rate, i.e. usually 12".

Note that we permit our infantry to change direction any number of times during their move, allowing them to move round corners, around rubble, around other models, and so forth. This does not matter so as long as the total distance moved is not greater than 6" (12" at a run).

INTERPENETRATION OF FRIENDLY UNITS

When a unit of infantry moves we allow individual models to move through the positions of other models in the same unit, or of other friendly infantry or artillery units. Just move the models through their friends. We assume that individuals get out of the way to allow their friends to pass. However, remember that once a unit has finished moving it must be more than 1" from any other unit as already explained.

We don't allow tanks or other vehicles to move through friends, or to be moved through by friends. Vehicles must negotiate their way around friends whether they are infantry, artillery or other vehicles.

TERRAIN

At the beginning of the game, before choosing sides and deploying any troops, it is necessary for the players to rate the various terrain features on the battlefield as described below. It is likely that most of the battlefield will be clear or open ground, where troops and vehicles can move without impediment. Other parts of the battlefield, such as woods, ruins, waterways – and perhaps quarries, escarpments, sand dunes or marshes – can be harder to move over or through. Remember, it is up to the players to decide how to rate the various features used to create the battle scene. There is no need to be rigid or even consistent about such things. For example, a light scattering of woodland might be counted as either open ground or as rough ground – both are perfectly plausible.

IMPASSABLE

Some features on the battlefield can be rated as completely impassable. This means all units must go round these features: no units can move onto or through them. The most obvious examples would be a steep gorge, a soaring rocky crag, a large body of deep water, or a very high and substantial wall. Other things that might be considered impassable include wrecked vehicles, collapsed or burning buildings, dangerous marshes, quicksand and fortifications that are intended to present impassable barriers to the enemy.

The Black Death – naval troops lead the Soviet advance

German Heer Grenadier Squad

ROUGH GROUND

We use the term rough ground to describe areas of terrain that are difficult to move through, and which will therefore slow down troops and in some cases prevent them from moving altogether. Different kinds of troops are affected in different ways, as shown on the table overleaf. Infantry are only allowed to move through rough ground by means of an advance, for example: they cannot move through at a *Run*. The sort of features that would typically be rated as rough ground include dense woodland or undergrowth; loose ground such as deep mud, sand or scree; and areas of ruinous buildings or rubble.

OBSTACLES

By obstacles we mean things such as field hedges, dry-stone walls, ditches, and perhaps streams or other waterways that present a barrier to movement. Obstacles are useful to the opposing armies because they make troops difficult to see and often provide cover. Infantry are only allowed to cross an obstacle whilst advancing and not whilst running. Other kinds of units are affected differently as noted on the table below.

TOP SECRET

MOVING ON OR OFF THE TABLE

Moving On: In some situations models will begin the game 'off table' which means they are waiting behind the area designated as the battlefield, or perhaps they are executing a flanking manoeuvre off to one side. When these units move on to the battlefield, the player picks a point on the table edge and measures the unit's move from that point. Units that move on to the battlefield must be given an *Advance* or *Run* order to do so, but note that they are not allowed to make an assault upon enemy units in the same turn. We will explain how assaults work later on (see page 74).

Moving Off: Units cannot voluntarily move off the area designated as the battlefield except in circumstances where the rules specifically indicate otherwise. Where a unit is allowed to move 'off table', it is removed in its entirety as soon as any of its models moves into contact with the table edge.

BUILDINGS

We will consider buildings at greater length in their own rules section. Buildings can include domestic houses, industrial buildings, and military installations such as bunkers or pillboxes. We normally allow infantry to enter and fight from or within buildings, but some players are happy to treat buildings as impassable in order to simplify matters. This is up to players to decide for themselves.

ROADS

If you are fighting around a village, in the outskirts of a town, or even around a farm or factory, it is likely there will be roads or lanes to facilitate transport within and through the area. Although these roads make no difference to infantry, they enable vehicles to move more quickly as noted on the table below.

BEF Vickers Medium Machine Gun Team

TERRAIN TABLE

The terrain table indicates how different kinds of troops are affected by different terrain.

Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*
Obstacle	No *Run*	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
No *Run* – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on page 120.
x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

The 3rd Grenadier Guards counter-attack, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 265: Fall Gelb 1940 (2)

SHOOTING

Our troops command vast firepower in the form of squad-based automatic weapons, hand-held anti-tank projectiles, and long-ranged mortars and machine guns. Deploying and manoeuvring skilfully will enable your infantry to bring their weapons to bear most effectively against their enemy.

WHO SHOOTS?

Units that have been given a *Fire* or *Advance* order can shoot, whilst units that have been given an *Ambush* order can shoot when they spring their ambush – in which case their order is flipped to *Fire*. Other units can sometimes shoot in special circumstances as described throughout the rules: for example, reaction fire during an assault.

SHOOTING PROCEDURE

When a unit shoots follow the procedure below:

1. Declare target
2. Target reacts
3. Measure range and open fire
4. Roll to hit
5. Roll to damage
6. Target takes casualties
7. Target checks morale

DECLARE TARGET

Pick a target and declare you are opening fire. Normally, a target is always a single enemy unit. When a unit shoots, it fires all of its weapons at one target: for example, a tank, a squad of infantry, or an anti-tank gun and its crew.

When a unit opens fire only those models that can draw a clear line of fire to their target actually shoot. Any models unable to shoot will not fire, for example because they either can't see a target or because their weapons are out of range.

Note that we do make an exception for models equipped with one-shot weapons, who are allowed to select a different target to the rest of their unit: see the section on one-shot weapons, page 72.

Example: An infantry unit can see two enemy units – a machine gun team and an infantry squad further away. As the machine gun is already suppressed with two pin markers, the player decides to ignore it and declares that his unit is firing against the enemy infantry.

INTERVENING FRIENDS – HOLD YOUR FIRE!

Infantry models are always allowed to see and shoot through other models in their own unit as if they were not there. This is because the unit is assumed to be in constant motion, troopers working as a team and not getting in each other's way. Sometimes you will find it convenient to momentarily lay down a model or place it aside whilst checking line of fire, and this is perfectly fine.

Models are not allowed to shoot through other friendly units or to draw a line of fire within 1" of a model from another friendly unit. Even though a shooter may be able to see the target, the shot is not permitted if it would pass through or within 1" of a model from a different friendly unit. In such cases the friends are too close to the line of fire. Note that this applies vertically as well, as shown in Diagram 4B.

We make an exception to the rule that you can't draw a line of fire within 1" of your own side where shots cannot possibly score damage on the friendly unit. For example, infantry armed with small-arms cannot possibly damage an armoured personnel carrier, so they are allowed to draw a line of fire within 1" of it. In such a case shooters must still be able to see the target to shoot – they cannot see 'through' the vehicle – but the closeness of the carrier does not block their fire.

The same exception also applies when shooting mortars and howitzers over the heads of friendly units using indirect fire, as explained later. These weapons fire with a high trajectory, lobbing shells high into the air so they fall onto the enemy from above. When mortar and artillery crews shoot indirect fire they can therefore shoot at any enemy they can see without intervening friends blocking their fire.

INTERVENING ENEMIES – FIRE AT WILL!

Infantry models are always allowed to see and shoot through enemy infantry and artillery models as if they were not there. Note however that if you shoot through an

Diagram 3: Line of Sight Through Models in the Same Unit

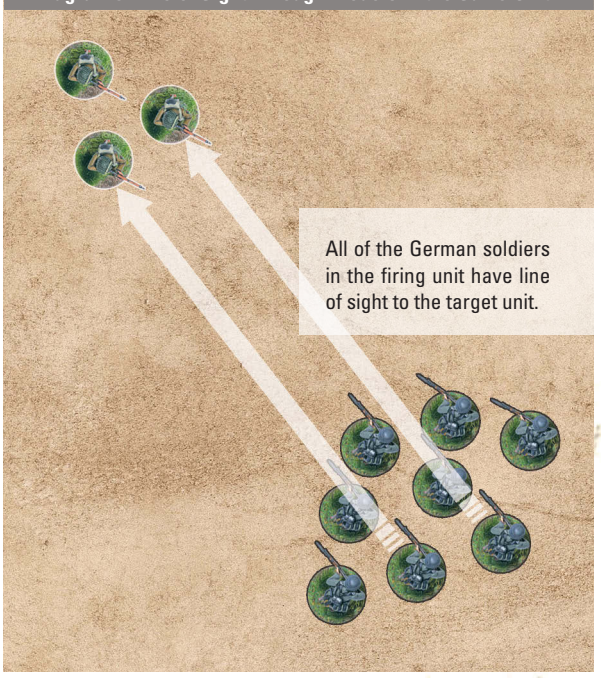
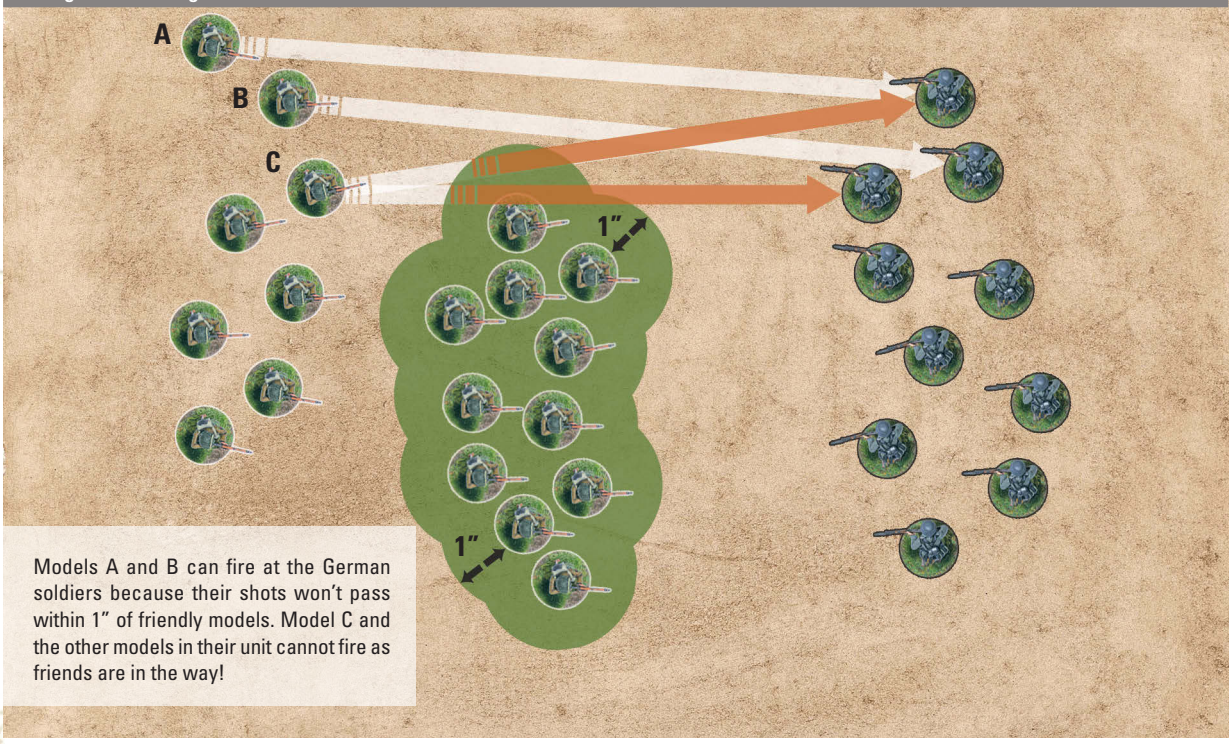
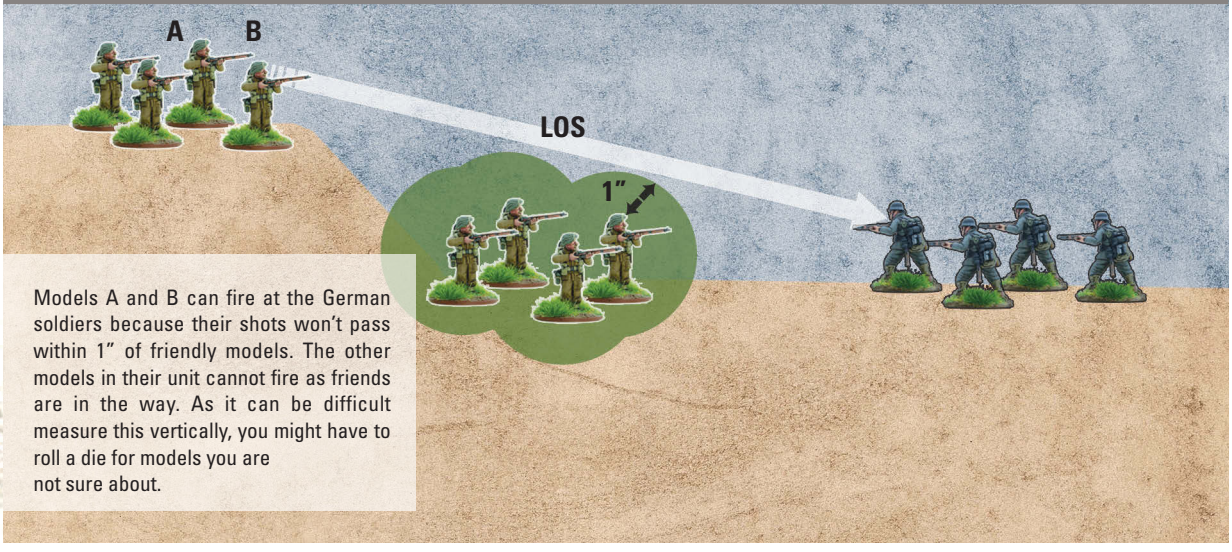


Diagram 4A: Firing Past Friends



Models A and B can fire at the German soldiers because their shots won't pass within 1" of friendly models. Model C and the other models in their unit cannot fire as friends are in the way!

Diagram 4B: Firing Past Friends



Models A and B can fire at the German soldiers because their shots won't pass within 1" of friendly models. The other models in their unit cannot fire as friends are in the way. As it can be difficult measure this vertically, you might have to roll a die for models you are not sure about.

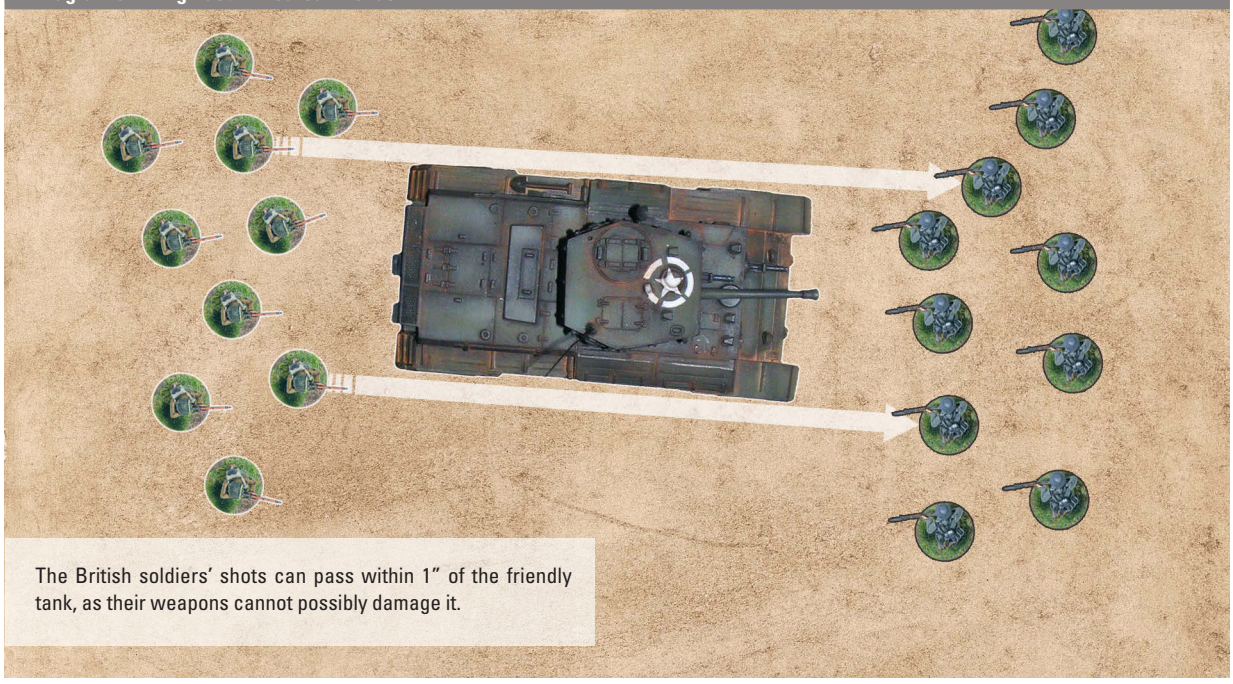
enemy unit, this will provide cover to their comrades behind, as explained later in the section about cover.

TARGET REACTS

If the nominated target has not yet taken an action that turn the player can, if he wishes, immediately order it *Down*. If he decides to do so, pick an order die of the appropriate colour from the dice bag and place it next to the unit, showing it has gone *Down*. This will make the unit more difficult to hit, reducing the consequences of being shot at, but on the other hand it means the target expends its action for the turn.

Example (continued): The target has not taken any action yet so the opposing player could decide to order the unit Down. *The player decides against ordering his men to get down, judging that the shooters are out of range.*

Diagram 5: Firing Past Armoured Friends



The British soldiers' shots can pass within 1" of the friendly tank, as their weapons cannot possibly damage it.

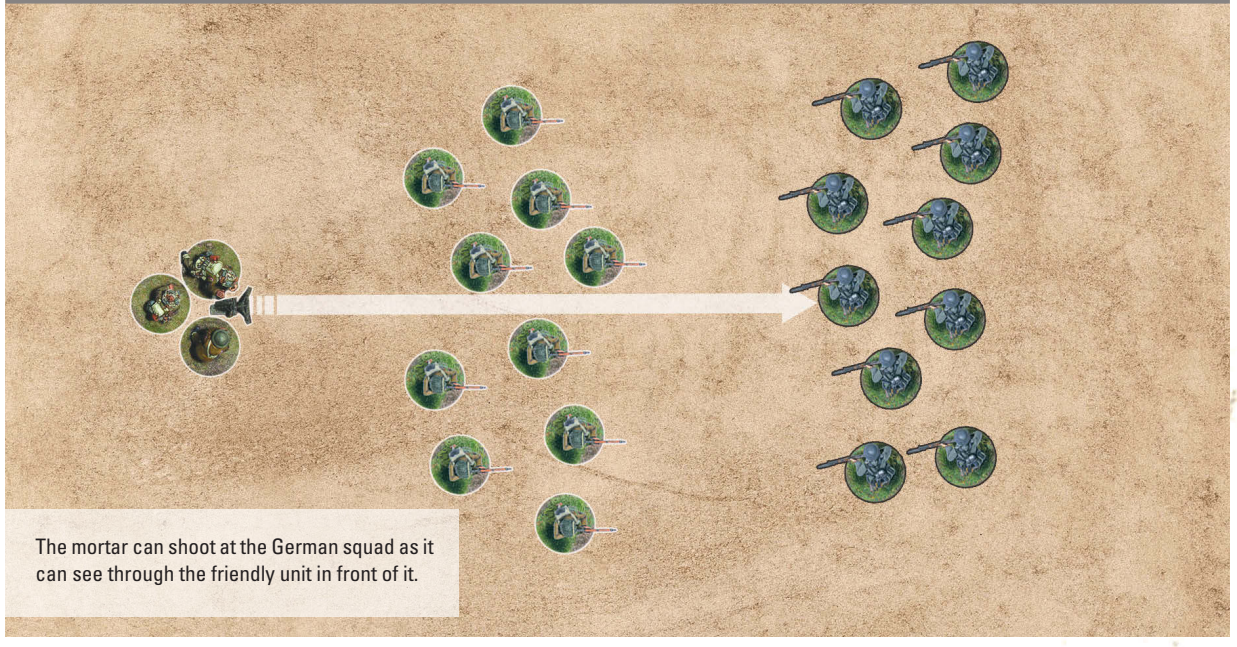
MEASURE THE RANGE AND OPEN FIRE

Every weapon in the game has a maximum range at which it can fire effectively. For example, a rifle can hit targets up to 24" away whilst a medium machine gun can hit targets up to 36" away.

Each weapon has a number of shots. This is the number of dice rolled on behalf of the model firing the weapon. For example, a rifle has just 1 shot, whilst a medium machine gun has 4 shots representing its rapid rate of fire.

Every model that can draw a line of fire to at least one enemy model in the target unit shoots at the nominated target. Note that players cannot hold back a unit's fire – when a unit fires every model that can shoot must shoot.

Diagram 6: Indirect Fire



The mortar can shoot at the German squad as it can see through the friendly unit in front of it.

DENSE TERRAIN

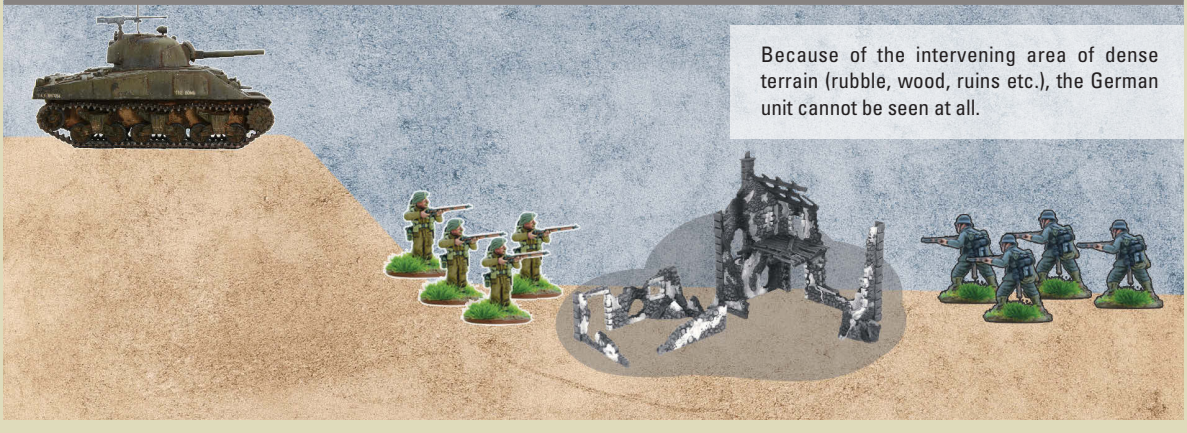
Sometimes, a scattering of tree models, tumbled ruins, rocks and such like is assumed to stand for a fairly dense tangle of woodland, rubble, or rocky outcrop which is impractical to represent literally on the battlefield. It is enough that we know a wood is a wood, and we can easily imagine the tangle of undergrowth and closely packed tree trunks. Players should agree at set-up what elements of terrain are going to be treated as 'dense terrain', as this will influence line of sight as described below. Hills are normally not treated as dense terrain, but of course players can agree to do so if they wish.

Units can draw line of sight into and out of dense terrain, but cannot draw line of sight right through it. Unless the players agree otherwise, units are not allowed to draw line of sight over dense terrain, the dense terrain is always assumed to be higher than any models on the table blocking line of sight to all ground units.

This means, for example, that if a firing unit is trying to draw line of sight to an enemy unit and all of the models in the enemy unit are behind a piece of dense terrain (and not in it) – so that the line of sight from all firing models to all target models is drawn through the dense terrain, then the target is considered impossible to see. If any of the enemy models are inside the dense terrain, then the target is visible, but counts as in cover, either soft or hard depending on the type of terrain (see the rules for cover on page 57)

Diagram 7A: Dense Terrain

Diagram 7B: Dense Terrain



Afrika Korps panzers move past a vigilant anti-tank gun team

Measure the distance between each firing model and the closest visible enemy model in the target unit. Then compare the range of each shooter's weapon with the measured range to the target model to determine whether its weapon is within range. If within range, roll a D6 for each shot the weapon has, as shown on the weapons chart. If the target is out of range then the shots automatically miss and there is no need to roll.

Example (continued): The player measures the range to the target for each of his models and finds that three of his riflemen and the sergeant's submachine gun are out of range, but the squad's light machine gun and four riflemen are in range. He can therefore fire four shots from the machine gun and one each from the four rifles, making a total of eight shots.

ROLL TO HIT

Each D6 rolled has a chance of scoring a hit on the target. Successful hits represent accurate fire placed in the immediate vicinity of the target, with a good chance of killing or incapacitating an enemy.

Each die roll of 1 or 2 misses and is ignored, whilst each die roll of 3, 4, 5 or 6 results in a hit. This is usually expressed as a roll of 3+, meaning a roll of 3 or greater on the die. However, there are a number of factors that affect this roll, making it easier or more difficult to score a hit as explained below.

German Veteran Grenadiers Squad

HIT MODIFIERS

The basic 3+ chance of hitting assumes that the firer is not distracted by the battle raging around him, has time to aim his shots, and that the target lies in plain view without the benefit of cover of any kind. During a firefight this will rarely be the case, and a target can be considerably more difficult to hit as a result. This is represented by means of the following modifiers. Regardless of any modifiers that apply, a roll of a 1 on a die is always a failure.

Hit Modifiers	
Shooting at point blank range	+1
Per pin marker on the firer	–1
Long range	–1
Inexperienced	–1
Fire on the move	–1
Target is *Down* infantry/artillery	–2
Target is a small unit	–1
Target is in soft cover	–1
Target is in hard cover	–2

Shooting at point blank range: if a target is very close it is easier to hit. If the target is within 6" shooters receive this bonus to their roll to hit.

Per pin marker on the firer: if the shooters are pinned down they will be more concerned about keeping a low profile than aiming carefully at the enemy. For every pin marker on the firing unit, the firer suffers a –1 to hit modifier. So, two pin markers suffers –2, three pin markers suffers –3, and so on.

Long range: each weapon has an optimum range beyond which it loses accuracy. This modifier applies if the target is at a distance of over half the maximum range of the weapon. Note that this may mean some shooters in the same unit might require a greater score to hit than others.

Inexperienced: inexperienced or poorly trained troops are far less likely to hit anything. Inexperienced units suffer a –1 penalty to their roll to hit.

Fire on the move: if the firing unit is making an *Advance* action the unit is spending some time moving and its fire will be less accurate. Hence the unit suffers this penalty to its roll to hit.

Target is *Down* infantry/artillery: this applies if the target unit is either infantry or artillery that has gone *Down*, as shown by the order die placed next to it; individual soldiers lying flat trying to offer the smallest possible target.

The stand on Bloody Ridge, by Peter Dennis © Osprey Publishing Ltd. Ta

Target is a small unit: this applies if the target unit consists of either one or two infantry models. One or two men can easily escape attention on a crowded battlefield. Note it doesn't matter how many men were in the target at the start of the game – it is the number of men in the target when it is shot at that counts.

Target is in soft cover: this applies if the majority of the target unit is in soft cover from the point of view of the majority of the models firing against it. For more about cover see the box on page 57.

Target is in hard cover: this applies if the majority of the target unit is in hard cover from the point of view of the majority of the models firing against it. For more about cover see the box on page 57.

aken from Campaign 284: Guadalcanal 1942–43

NIGH IMPOSSIBLE SHOTS

If penalties to the score needed to hit a target mean that a die roll of more than 6 is needed it is still possible to shoot – though the chances of success are small. Open fire as normal rolling one die per shot. Pick any dice that have rolled a 6 and roll them again. Any further rolls of a 6 hit the target – nice shot! Although this means it is necessary to roll a 6 followed by another 6 to score a hit, it is still well worth an attempt.

PINNED

If a shooting unit scores one or more hits place a single pin marker on the target. Note that it doesn't matter how many hits a unit scores on the target; so long as at least one hit is scored the target takes a single pin marker. There are some very heavy weapons that inflict more than one pin marker when hits are scored, but these are exceptions that need not concern us immediately. See the orders section for more about how pinning works.

German Pz II Ausf. L Luchs

Stand firm! US forces rush to their positions as the enemy attacks

Example: The player calculates the chances of scoring a hit. The basic score needed is 3+, but the shooters suffer a –1 because they moved this turn (with an Advance *order) and a further –1 because both the rifles and the machine gun are firing at targets that are over half of their maximum range away. Therefore the player will need to roll at least 5s to score hits. The dice are rolled and get three hits, a very good result. Because the shooters scored at least one hit, a pin marker is placed on the target.*

ROLL TO DAMAGE

Pick all of the dice that scored a hit and roll them again to see if the target suffers damage and takes casualties. The score needed to inflict a casualty depends on the damage value of the target, as shown in the table overleaf. We have included damage values for vehicles including tanks to give an idea of relative values. Heavy weapons add a modifier to the damage roll, allowing for a score of greater than 6. This is described in detail in the section on weapons, page 60. Regardless of any modifiers that apply, a roll of a 1 is always a failure.

DAMAGE VALUE TABLE

Troops and Soft-Skinned Targets	Result Needed
Inexperienced infantry or artillery	3+
Regular infantry or artillery	4+
Veteran infantry or artillery	5+
All soft-skinned vehicles	6+
Armoured Targets	**Result Needed**
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

Example: If a regular infantry unit is hit by rifle fire then a die is rolled for each hit and all further rolls of 4, 5 or 6 will score damage, i.e. rolls of 4+, or 4 or more. In this instance rolls of 1, 2 or 3 would fail to score damage and have no effect.

COVER

In situations where most of the shooters in the firing unit can draw a clear line of fire to most of the models in the target unit, then no modifiers are applied for cover. It doesn't matter if cover obscures a few models in the target unit, or even if some models are completely out of sight; so long as at least 50% of the shooters can clearly draw a line of fire to at least 50% of the target no modifiers for cover apply.

Targets Obscured by Terrain or Other Models: If at least 50% of the shooters in the firing unit can draw a clear line of fire to at least 50% of the models in the target unit then the target is not in cover.

If instead the target is in cover, it is more difficult to hit (either –1 or –2 on the dice, see below).

Cover is most likely to take the form of vegetation such as hedgerows or trees, or something more solid like rubble, wreckage or ruins. In other situations, the presence of other units, whether friends or foes, obscures a portion of the target making it harder for the shooters to draw a line of fire.

We also assume that where shooters draw a line of fire over walls, hedges or other obstacles or comparable terrain at a target beyond, then the target counts as in cover if the majority of the target models can only be shot at over such terrain.

Targets Within Dense Terrain: For practical purposes we assume that a unit is always in cover if at least 50% of its models are inside a wood or comparable area of dense terrain. It is convenient to assume all models whose bases are entirely in the terrain are 'within it', as this avoids any uncertainty in the case of troopers who may be partly inside.

Shooting From Cover: Where at least 50% of the models in a unit are firing from directly behind a wall or similar obstacle, or firing from the edge of a wood or other dense terrain at a target that is otherwise in the open, no penalty is applied on account of the wall/wood/etc. Models count as behind a wall when they touch it. Models count as at the edge of dense terrain when they are positioned within the dense terrain and touching its boundary, and their shots cross less than 1" of the dense terrain they are occupying. This simply recognises that troops can take up good firing positions along the edge of a wood or behind a wall and shoot without the wood or wall itself getting in the way. If less than 50% of the unit's models are inside dense terrain, but not at the edge, the unit can see and shoot out, but their shots will be affected by the cover modifier.

Soft or Hard Cover?: Soft cover describes the sort of concealing cover that makes a target hard to pick out, but does not necessarily offer much in the way of physical protection. This includes woodland, hedgerows, and other vegetation such as leafy undergrowth and fields of tall crops. It includes infantry units (both friendly and enemy), artillery or soft-skins – if these partly obscure a target and make it harder to see. Camouflage nets or mesh designed to conceal a target from plain view would also count as soft cover. Soft cover can also include fences and light wooden barricades or similar constructions.

Hard cover describes the kind of cover that offers real physical protection as well as a degree of concealment. This includes stone, brick concrete or similarly substantial walls or ruins, rocky outcrops, foxholes, ditches, and trenches or sandbagged defences. It also includes armoured vehicles that partially obscure the target, whether friends or foes.

If a target benefits from both soft cover and hard cover, use the one that applies to the majority of the unit. If they both apply in equal measure, only apply the hard cover modifier, for a -2 penalty on the roll to hit.

Before the game begins it is important that the players rate the terrain according to type and decide for themselves what amounts to soft and hard cover.

Not Sure?: In the vast majority of cases it will be obvious enough whether a target is in cover or not. However, sometimes it might not be so easy to make a judgement either because the situation is very marginal, or because it might be impractical to get the necessary model's eye view. To quickly resolve situations where it is otherwise impossible to make a clear judgement, simply roll a die to decide. On a roll of 1, 2 or 3 the target is in cover, on the roll of 4, 5 or 6 the target is not in cover. Alternatively, if you cannot decide whether a target is in hard cover or out in the open, you can simply treat the cover as soft cover instead – a very neat solution!

TROOPS, SOFT-SKINNED AND ARMOURED TARGETS

The damage table makes a distinction between troops and soft-skins with a damage value of up to 6+ and armoured targets with a damage value of 7+ or greater. This divides potential targets into two categories: soft targets that can be readily damaged by small-arms fire and armoured targets that can only be damaged by fire from heavy weapons.

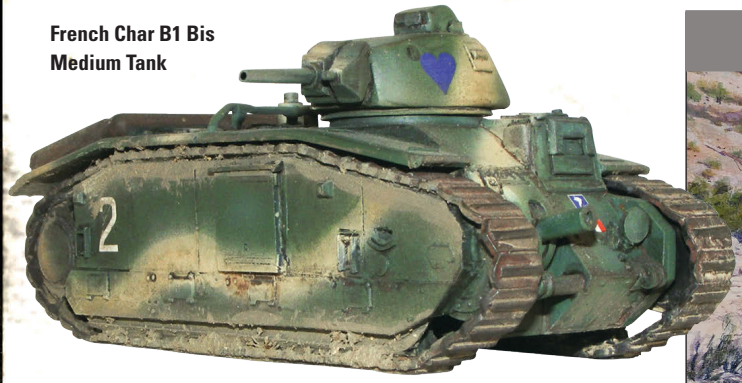
We will describe the rules for different kinds of weapons in the following section. For now all it is necessary to know is that heavy weapons add a bonus to the roll to damage, making it possible to score more than 6. For example, a Browning .50 calibre heavy machine gun has a bonus of +1, so a die roll of 6 scores 6 +1 = 7.

Small-arms and light automatic weapons such as rifles, submachine guns and light or medium machine guns don't add a bonus to damage. This means it is it is impossible to score more than 6 when rolling to damage using these weapons.

TROOP QUALITY

You will have noticed that infantry and artillery of better quality are harder to score damage against, whilst those of lower quality are easier to score damage against. This represents the advantage of combat experience, vastly increasing the survivability of veteran, highly trained and experienced soldiers compared to green recruits.

Example (continued): The enemy are regular troops, so each hit scored will need to roll 4+ to score damage. Three dice are rolled and two succeed in scoring damage on the enemy squad.



French Char B1 Bis
Medium Tank

TARGET TAKES CASUALTIES

For every hit that scores damage the target unit loses one model as a casualty. Casualties represent soldiers stunned, wounded or killed in action – they may be dead or temporarily incapacitated. Either way, they are out of action and the model is removed.

The player whose unit has taken casualties normally chooses which men to remove. This obviously means that casualties will fall amongst the most expendable men first – for example, riflemen rather than machine gunners and squad leaders. In reality, if a squad's machine gunner were to be shot one of his comrades would take over the weapon, so it is entirely reasonable to remove ordinary troopers as casualties first.

Note that casualties can be taken from any models in the target unit, including models that are completely out of sight and out of range of the enemy weapons – think of it as a dynamic situation, where soldiers are moving around and bullets of course travel further than optimum range and often punch through or ricochet off cover.

EXCEPTIONAL DAMAGE

When a 6 is rolled to score damage – before any modifiers are applied – roll that die again and if a further 6 is rolled the shot scores exceptional damage. This means the shooter picks which model falls casualty rather than his opponent. This represents the fact that sometime it's the Sarge who gets it, or that a machine gun can jam or be damaged beyond repair.

For example, exceptional damage allows the opposing player to remove a squad's NCO, reducing its morale value by –1. Alternatively, the player might choose to remove a model carrying a particular weapon such as the squad's light machine gun or a panzerfaust. If the target is a weapons team, for example a bazooka or medium machine gun team, then exceptional damage indicates that the weapon itself has been damaged or rendered inoperable in some fashion, so remove the weapon and its firer as a casualty.

TARGET CHECKS MORALE

If a target loses half or more of its men from the fire of one enemy unit, then the player makes an immediate morale check. This is just the same as an order test, and all modifiers that apply to an order test also apply to a morale check. If the unit passes the check, then there is no effect and it continues to fight on as normal.

If the morale check is failed, the unit's nerve has broken and the troops run for their lives, scatter, or surrender to the enemy. In any case, the unit is removed from the game and counts as destroyed, just as if it had been completely wiped out by enemy fire.

When a unit is destroyed, immediately remove its Order dice, either from the bag if it has not activated or from the table if it has.

Example (continued): As the squad had only six models remaining when shot at it, two casualties are not enough to force a morale check. Had the shooters managed to cause three casualties, a morale check would have been required, and if failed would have resulted in the unit being destroyed. Now, with only four men remaining, it will be easier to force a morale check the next time the unit is shot at.

The 4th Indian Division attacks through the Matmata Hills, by Steve Noon © Osprey Publishing Ltd.
Taken from Campaign 250: The Mareth Line 1943

TOP SECRET

AMBUSH

When a unit has been placed in *Ambush*, it is scanning the field waiting for a target of opportunity. See page 43 for more information about Ambush.

Resolving Ambush Fire: Units that are in *Ambush* can interrupt any move made by any enemy unit to shoot at it. The ambushers can interrupt at any point during the move, as long as they can see the target at that point: before, during or as soon as movement is complete. The player whose units are in *Ambush* declares when he wants his troops to open fire, and the target unit is positioned accordingly. The ambushing player flips the unit's *Ambush* order to *Fire* and resolves the shooting as normal – except that the target can never react to *Ambush* fire. If the target is not destroyed as a result, then the unit completes its move with whatever troops remain.

Note that a unit can spring an *Ambush* against units that are making any kind of move – *Advance*, *Run*, escape, and even units regrouping after an assault, tanks reversing after failing an order test, artillery crewmen moving from gun to gun, tank crews abandoning their vehicle, etc.

Note also that even if an enemy assaults the unit in *Ambush* and the assault starts less than 6" away, the ambushers can still fire!

Firing Against a Unit in Ambush: If a unit in *Ambush* is shot at it can react by going down just like a unit that has not yet taken an action. In this case the order die is flipped to show that the unit is *Down* and is therefore no longer in *Ambush*. This is an exception to the rule stating that a unit can only go *Down* if it has not yet received an order. This allows for the state of readiness of ambushing troops.

Soviet KV-8 Flamethrower Tank

WEAPONS

This section describes rules for the most common and important combat weapons of World War II, including infantry small-arms, support weapons and artillery.

Each of the weapons used in *Bolt Action* has a profile that includes all the gaming information needed to play. For example, this is the profile for the most common weapon of the war, and the one that gives the name to the game itself, the bolt-action rifle:

Type	Range	Shots	Pen	Special
Rifle	24”	1	–	–

Type: this is a generic description that includes many weapons with the same or similar characteristics. In the case of the rifle, this includes all bolt-action rifles, carbines, and semi-automatic or self-loading rifles such as the American M1 Garand.

Range: this is the maximum range in inches at which the weapon can be fired. This is not the maximum theoretical range of the weapon (which would be much longer in many cases) but rather an effective combat range reflecting practical ranges in battle situations.

Shots: this is the number of dice rolled when the weapon is fired. This does not directly represent the number of rounds a weapon can shoot in any fixed time. It is a measure of comparative effectiveness in our game, taking into account reloading times, ammunition conservation, and the need to constantly correct a weapon’s aim to keep it on target.

Pen: short for penetration bonus, this is a measure of how much punch the weapon’s shots deliver, its stopping power and ability to penetrate armour. This number is added to the roll to damage against all targets. If the weapon has the letters HE in this column rather than a number, this means it always fires high-explosive (HE) rounds. HE rounds have a penetration bonus based on the size of shell (see page 68).

Special: here we include any special rule that modifies the way a weapon works. A list of common special rules can be found after the weapons chart.

Rangers lead the way!

WEAPONS CHART

WEAPONS CHART

Small Arms

Type	Range (")	Shots	Pen	Special Rules
Rifle	24	1	–	–
Pistol	6	1	–	Assault
Submachine gun (SMG)	12	2	–	Assault
Automatic rifle	30	2	–	–
Assault rifle	18	2	–	Assault
Light machine gun (LMG)	36	4	–	Team
Medium machine gun (MMG)	36	5	–	Team, Fixed

Heavy Weapons

Type	Range (")	Shots	Pen	Special Rules
Heavy machine gun (HMG)	36	3	+1	Team, Fixed
Light automatic cannon	48	2	+2	Team, Fixed, HE (1")
Heavy automatic cannon	72	2	+3	Team, Fixed, HE (1")
Anti-tank Rifle	36	1	+2	Team
PIAT	12	1	+5	Team, Shaped Charge
Bazooka	24	1	+5	Team, Shaped Charge
Panzerschreck	24	1	+6	Team, Shaped Charge
Panzerfaust	12	1	+6	One-shot, Shaped Charge
Light AT gun	48	1	+4	Team, Fixed, HE (1")
Medium AT gun	60	1	+5	Team, Fixed, HE (1")
Heavy AT gun	72	1	+6	Team, Fixed, HE (2")
Super-heavy AT gun	84	1	+7	Team, Fixed, HE (3")
Flamethrower (infantry)	6	D6	+3	Team, Flamethrower
Flamethrower (vehicle)	12	D6+1	+3	Flamethrower
Light mortar	12-24	1	HE	Team, Indirect Fire, HE (1")
Medium mortar	12-60	1	HE	Team, Fixed, Indirect Fire, HE (2")
Heavy mortar	12-72	1	HE	Team, Fixed, Indirect Fire, HE (3")
Light howitzer	48 (or 24-60)	1	HE	Team, Fixed, Howitzer, HE (2")
Medium howitzer	60 (or 30-72)	1	HE	Team, Fixed, Howitzer, HE (3")
Heavy howitzer	72 (or 36-84)	1	HE	Team, Fixed, Howitzer, HE (4")

TYPES OF WEAPON

The weapons chart lists the different types of weapon as they are defined in *Bolt Action*. Thus we treat all rifles as the same, all pistols as the same, all light machine guns as the same, and so on. Where we wish to make a distinction between particular kinds of machine gun, or particular kinds of weapon of any type, we will introduce a special rule in the Army List. For example, the German MG42 machine gun is given more shots to represent its higher rate of fire compared to other weapons of this type.

Note that we do not include hand grenades amongst our list of weapons – this is because grenades are thrown only at very short ranges and are therefore included as part of the rules for close quarters fighting. It is assumed that all infantry carry the usual fragmentation grenades, and can be given anti-tank grenades in some cases.

Most of the categories will be obvious enough and require no explanation. Hopefully everyone knows what is meant by a rifle, a submachine gun, or a pistol. Other categories are very specific and refer to a particular weapon such as a panzerfaust or a PIAT, and therefore require no further explanation of how they are arrived at. However, most heavy weapons such as anti-tank guns, mortars and howitzers are rated as light, medium, heavy and so forth. A little explanation is required of how these categories have been determined.

Rifles. The rifle is the standard weapon of the World War II infantryman. Rifles can be either magazine-fed, bolt-action rifles such as the British Lee-Enfield .303 or self-loading rifles such as the American M1 Garand, German Gewehr 43, and Russian Tokarev SVT-40.

Pistols. Pistols are the standard side arm carried by officers as well as by vehicle crews and combatants otherwise unable to carry a rifle. These can be automatic weapons such as the American Colt and German Walther P38, or revolvers such as the British Webley.

Submachine Guns (SMG). Submachine guns were often carried by vehicle crews and junior officers, or by specially equipped units such as Commandos. Submachine guns fired pistol ammunition and therefore had a very limited range. The Russians equipped whole formations with these weapons, as they were very effective in the hands of inexperienced troops. Submachine guns were especially favoured for fighting in heavily built-up areas where a rifle's greater range was of little consequence. Typical examples include the American Thompson, British Sten, German MP40 Schmeisser, and Russian PPD-40 and PPSh-41.

Automatic Rifle. This category is intended to cover the one-man Browning Automatic Rifle (BAR) that equipped American infantry squads in lieu of a two-man light machine gun. It was a weapon of World War I vintage originally designed to allow advancing infantry to give covering fire as they approached the enemy.

Assault Rifle. This category covers the most advanced infantry arm of World War II – a weapon that could shoot with the power and accuracy of a rifle and the rate of fire of a submachine gun. Assault rifles only appeared in the hands of specialist troops until the end of the war. The German StG44 is the best-known example of an assault rifle from the period.

Light Machine Gun (LMG). This category covers all mobile, squad-based machine guns usually with a crew of two such as the British Bren and German MG42. These weapons shot rifle calibre bullets and provided infantry squads with their main source of firepower.

Medium Machine Gun (MMG). Medium machine guns covers rifle calibre machine guns on a heavy, tripod or similar fixed mount. These can include some weapons that are otherwise categorised as LMGs on bigger, more stable mounts, and usually including more crew to carry the extra ammunition and equipment. For example, the German MG42 was used in the LMG role on a light bipod mount, and in the MMG role on a tripod mount. However, in the British army the LMG role was fulfilled by the Bren whilst the MMG role was taken by the Vickers, which was a heavier, water-cooled, maxim-style machine gun with a weighty brass tripod.

Heavy Machine Gun (HMG). Heavy machine guns are basically large-calibre machine guns such as the American Browning .50 cal. These weapons fire big, powerful bullets and are usually considered too heavy to be carried by infantry. They are often found mounted onto vehicles for defence against aircraft.

US Army .50 Cal Heavy Machine Gun Team

Soviet troops hold the line, by Steve Noon © Osprey Publishing Ltd. Taken from Weapon 33: Soviet Submachine Guns of World War II

Automatic Cannons. Automatic cannons are rapid firing weapons that are typically found on very light tanks and armoured cars. They are also used extensively as anti-aircraft guns and examples include Bofors guns and the German Flak 38. These guns are divided into two categories in our game: light and heavy. Generally speaking, light automatic cannons are those with a calibre of 20mm or 25mm whilst heavy automatic cannons have a calibre of 37mm or 40mm.

Infantry Anti-tank Weapons. The anti-tank rifle, such as the British Boys, was in widespread use at the outbreak of World War II but proved largely ineffective against modern armoured vehicles, being insufficiently powerful to penetrate more than about 20mm of armour. It remained useful against armoured cars and lighter vehicles, as well as against emplaced infantry. The Russians persevered with a heavier calibre anti-tank rifle, producing the 14.5mm calibre PTRD-41 capable of piercing up to 40mm of armour at very short ranges. The remaining weapons of this category were designed to fire a shaped-charge or HEAT round (High Explosive Anti Tank). This was a development of the hand held anti-tank grenade by the American military, the original and best-known example being the bazooka. The Germans copied the design and produced their own version, which they called panzerschreck – or 'tank terror'. The British developed their own design based on a spigot mortar; this was the Projector Infantry Anti Tank or PIAT. Whilst all of these weapons were similar in concept they varied sufficiently in effectiveness for us to give them distinct ranges and penetration values in our game. A further development was the one-shot disposable panzerfaust – 'tank fist' – that was issued to German troops in large numbers towards the end of the war. Captured panzerfaust were used by the Allies and especially by the Russians.

Anti-tank Guns (AT guns). All anti-tank guns are designed to fire a projectile with as high a velocity as possible over a flat trajectory – enabling them to strike enemy tanks over long distances. The effectiveness of an AT gun depends upon its calibre, the velocity of the

weapon, and the type of shell used. AT guns with longer barrels are more effective because they fire shells at a higher velocity. Armour penetration is closely related to the kinetic energy delivered by a shell: this being equal to the mass of the shot (weight of shell) multiplied by the velocity squared. In addition, as the war progressed shells were developed that were more effective at penetrating armour either because of their shape, or because they incorporated a dense core – usually tungsten. For our purposes we rate AT guns as light, medium, heavy, or super-heavy depending upon their overall effectiveness. Although this is closely related to calibre, some very high velocity weapons punch 'above their weight', such as the British 17-pdr (calibre 76.2mm) and German 75mm L/70 as found in the Panther tank. The Army Lists explain which weapons fit into which categories, but as a general guide, light AT guns are those up to 50mm calibre, medium AT guns are those up to 75mm including weapons of 75mm of relatively low velocity, heavy AT guns are those of 75mm or greater including weapons of 75mm of relatively high velocity. Super-

Finnish Bofors 37mm Anti-Tank Gun

heavy AT guns are those of 75mm or greater with extremely high velocity or effectiveness, for example the German 88mm. Note that some weapons will fall into a higher or lower category because they were really less or more effective than their calibre alone suggests – and these are indicated in the Army Lists.

Flamethrowers. Flamethrowers were used by specialist troops and vehicles, like the Churchill Crocodile flamethrower tank, and were primarily employed for clearing fixed defences such as blockhouses and bunkers. They were much feared by ordinary soldiers – so much so that captured flamethrower operators were likely to find themselves shot out of hand.

Mortars. Mortars served as close support where artillery was either not available or was insufficiently mobile – mortar platoons formed part of infantry battalions, providing short-ranged artillery support exactly where it was needed. All mortars lob an explosive shell above and onto their target, with larger and more powerful mortars having a longer range and firing a correspondingly heavier shell. We distinguish between light, medium and heavy weapons. Light mortars are very small weapons with a short maximum range – usually about 500 yards. They are used right at the front to either shell enemies hiding in cover, to lay smoke or to fire illuminating flares at night. Typical light mortars include the British 2", German 50mm and American 60mm mortars. Medium mortars are larger support weapons and typically have a calibre greater than 60mm – often 80mm. They have a much longer range – over 3,000 yards – and a heavier shell, but they are much harder to move about and tend to operate as light artillery pieces at longer range. Heavy mortars are those of even larger calibre – these are really long-range support weapons and not likely to find their way to the front unless overrun by advancing enemy. The German 120mm mortar was a weapon of this type – itself a copy of the Russian 120mm mortar – a weapon with a range of over 6,000 yards.

US troops assault a German bunker, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 160: World War II Infantry Assault Tactics

Howitzers. We have used the term howitzer to cover the kind of combined gun–howitzer artillery pieces that were the usual field artillery design during World War II. These guns could fire over open sights at an enemy or they could lob shells at distant targets with a high trajectory. There were many different designs and sizes of gun – and we shall not concern ourselves with the very largest weapons used for coastal defence and long-range bombardment. For our purposes it is sufficient to make three distinctions. Light howitzers are mobile field guns with a calibre below 100mm. This includes the British 25-pdr, the American 75mm pack howitzer, and various German 75mm field guns including those captured in some quantity from the French. Medium howitzers cover weapons under 150mm, such as the American 105mm gun, the British 4.5 inch, and Russian 122mm howitzer. Heavy artillery covers weapons of 150mm calibre and greater such as the German 150mm, Russian 152mm howitzer, and American 155mm Long Tom.

WEAPON SPECIAL RULES

The following special rules are used to represent the different types of weapons, as indicated on the weapons chart. Note that some weapon systems feature two or more of the same weapon mounted together (such as two, three or four machine guns or automatic cannons in some anti-aircraft weapon systems). If a mount has two or more of the same weapon, they add their number of shots together and are all fired at the same target.

ASSAULT

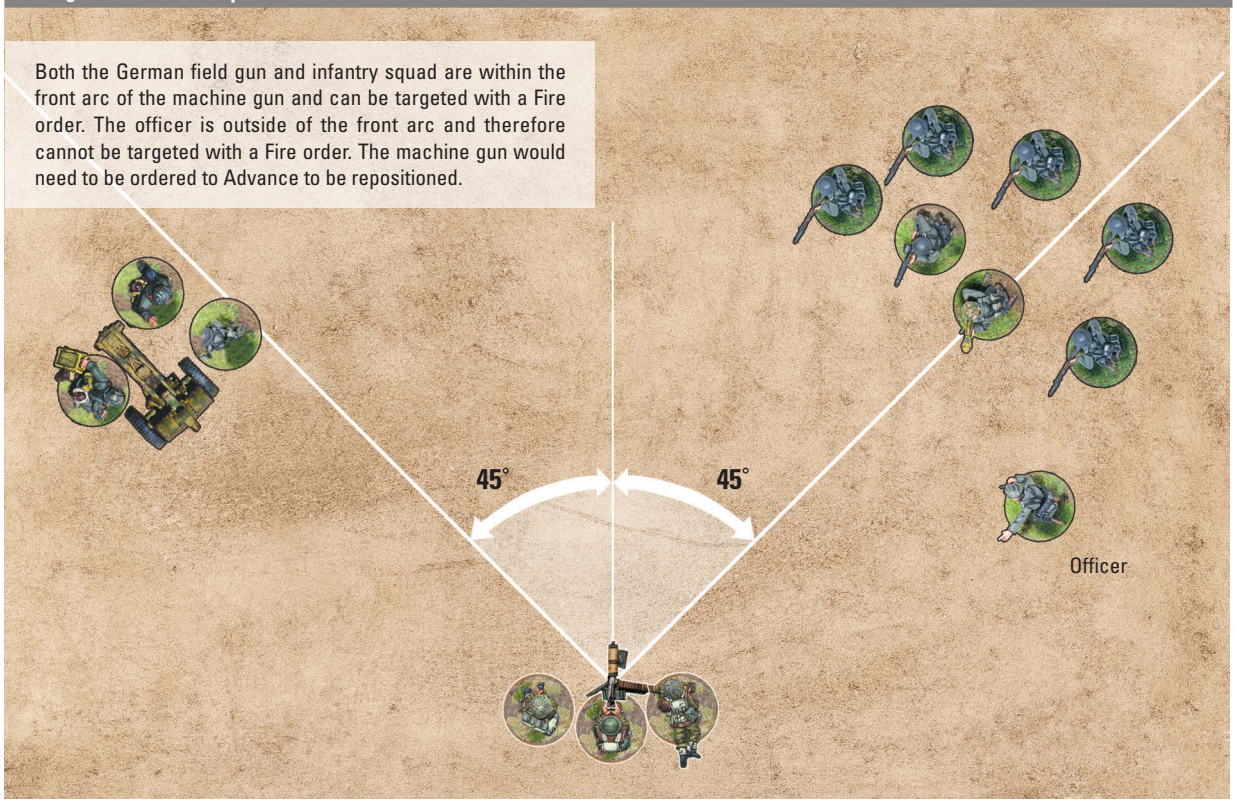
This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (see page 91).

FIXED

This weapon is too heavy and cumbersome to be moved easily, it probably has a substantial mount and the chances are that its ammunition is equally hard to lug about. These weapons are ideally fired from a stationary position once set up, and if moved about their effectiveness is reduced. The following exceptions apply to fixed weapons.

When ordered to *Fire*, fixed weapons can only target an enemy unit that lies at least partially within their front arc (i.e. within an angle of 45° to each side of their barrel as shown in Diagram 8). Targets outside of this arc cannot be shot at with a *Fire* order.

Diagram 8: Fixed Weapons



US Airborne 75mm Pack Howitzer

When ordered to *Advance*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal –1 to hit for 'fire on the move'.

When ordered to *Run*, fixed weapons move the normal 12".

FLAMETHROWER

Flamethrowers never suffer the to-hit penalties for cover and if the target is *Down*. This makes flamethrowers especially effective against troops in bunkers or behind cover, as well as troops lying flat on the ground, which is not a good defence against flaming liquids being sprayed on the area.

If you score a hit with a flamethrower the number of hits is multiplied into D6 (or D6+1 in the case of vehicle-mounted flamethrower). Roll for damage in the usual manner.

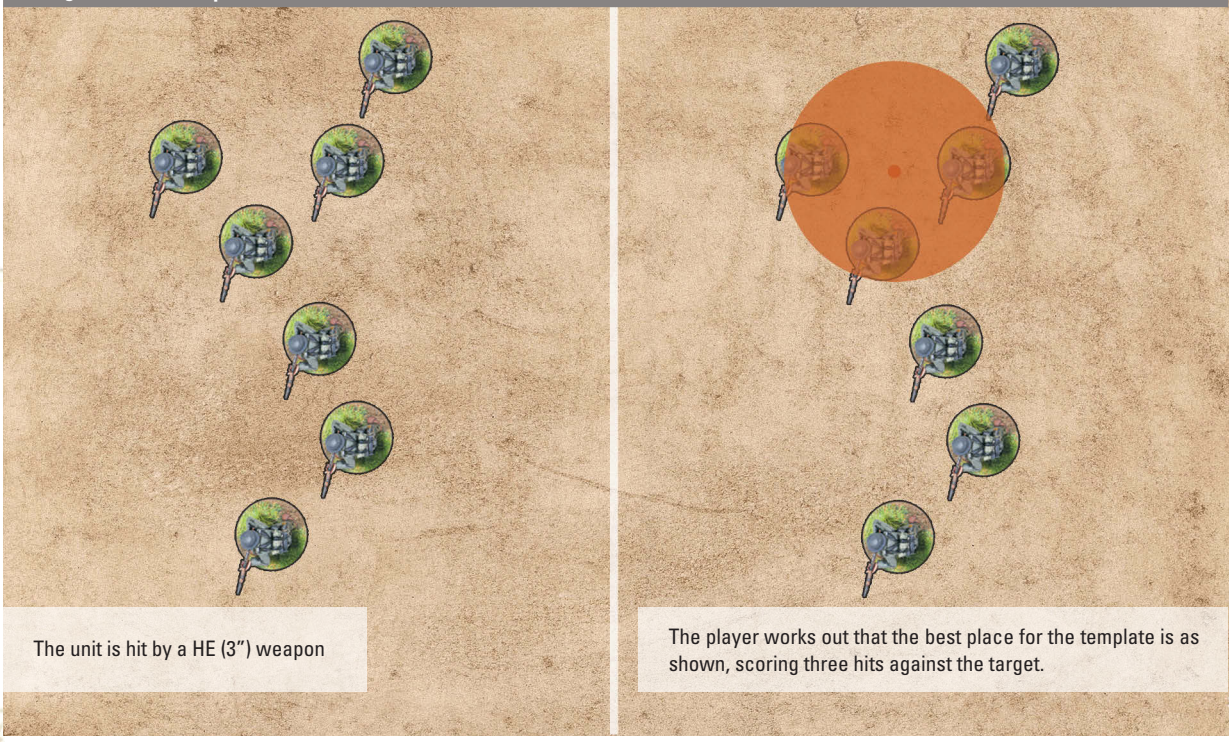
Flamethrowers always hit the top armour of vehicles – this represents the tendency of burning liquid to seep through hatches and other openings. Also, flamethrowers don't rely on kinetic energy to penetrate a target's armour, so they don't suffer the –1 Pen penalty when firing at long range.

The gun shield rule (page 95) does not apply when shooting at artillery targets with a flamethrower. The extra protection rule (page 124) does not apply when shooting at targets inside buildings with a flamethrower. In both cases neither building nor gun shield offers any additional protection against a flamethrower.

Any unit hit by a flamethrower takes 1 pin marker because it has been hit, and a further D3 pin markers to account for the unbridled terror unleashed upon it, for a total of D3+1 pin markers on the target.

The target of a flamethrower must always check its morale once firing has been worked out and pin markers allocated as described above. Note that a morale check is required regardless of the number of casualties caused and even if no damage has been suffered at all. A unit failing

Diagram 9A: HE Templates



The unit is hit by a HE (3") weapon

The player works out that the best place for the template is as shown, scoring three hits against the target.

this check is destroyed immediately – its morale completely shattered. Vehicles failing their morale in this way are abandoned and considered destroyed.

After shooting with an infantry man-pack flamethrower, roll a D6. On a result of 1 the flamethrower has run out of fuel and is now useless. If this happens the entire flamethrower team is removed as if it had fallen casualty. Although this might seem harsh, it does reflect the extreme risks run by troops carrying flamethrowers and introduces a level of unpredictability that balances the weapon's effectiveness.

After shooting with a vehicle-mounted flamethrower, roll a D6 (or a dice for each flamethrower if the vehicle has more than one). On a result of 1 that flamethrower has run out of fuel and is now useless. This does not otherwise affect the vehicle.

When rolling on the damage effects chart against a vehicle equipped with flamethrowers, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower. See the rules for vehicles on page 98.

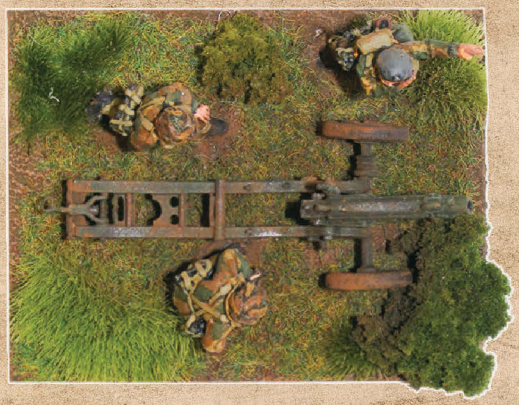
HE (HIGH EXPLOSIVE)

The HE rule refers to weapons that can fire a high explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE.

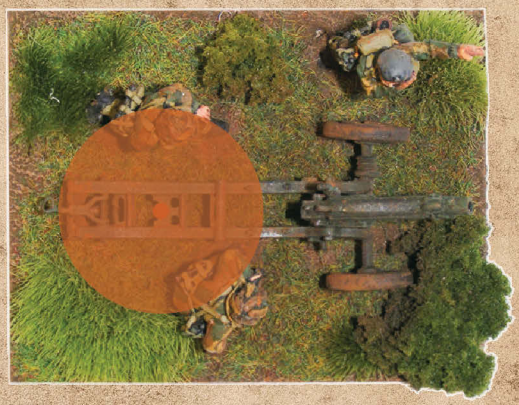
The number in bracket after the HE shows how powerful the shell is and therefore how large its explosion is going to be, rated from 1–4" in diameter (see the chart below). When firing an HE weapon, pick a target unit and roll to hit in the same way as for a normal shot.

If the target is hit by an HE shot, you then need to use the appropriate template to determine how many models in the unit have been hit. Templates are circles of either 1", 2", 3" or 4" diameter. First pick a point to place the centre of the template on. This can be anywhere on top of, or between the target unit's models, so that the template covers as many models as possible in the target unit (including a point that is out of sight and/or range), but the template cannot clip any friendly models. The easiest way to do this is to photocopy and cut out one of the templates from page 228, but you can also simply measure the range of the explosion from a point of your choice (remember that in that case, you will be using the radius of the template, which is half the given diameter). We shall assume you are going to use a template. Note that if a weapon team or artillery unit has been mounted on a single collective base, you should imagine that each model has an individual 25mm round base when placing the template.

Diagram 9B: HE Templates



This artillery unit is hit by a HE (3") weapon. If the crew models have no bases, imagine they are mounted on 25mm round bases when placing the template.



The unit suffers two hits.

Once the template is in position, count the number of models whose bases are under the template (even partially) – that is the number of hits caused on the target unit. It is of course possible, especially with large explosions, to clip models from other enemy units nearby. This is fine, but remember that you are trying to hit as many models as possible in the target unit and you cannot clip any friendly models – once these two conditions are met, however, other enemy units nearby are fair game, even units that are out of sight! Each unit hit suffers a number of hits equal to the number of its models that are under the template. Note that a 1" template placed between two models of the same unit that are just spaced out as much as much as possible can always hit two models at a minimum (unless of course the unit has gaping holes in it due to having lost models in that same turn!).

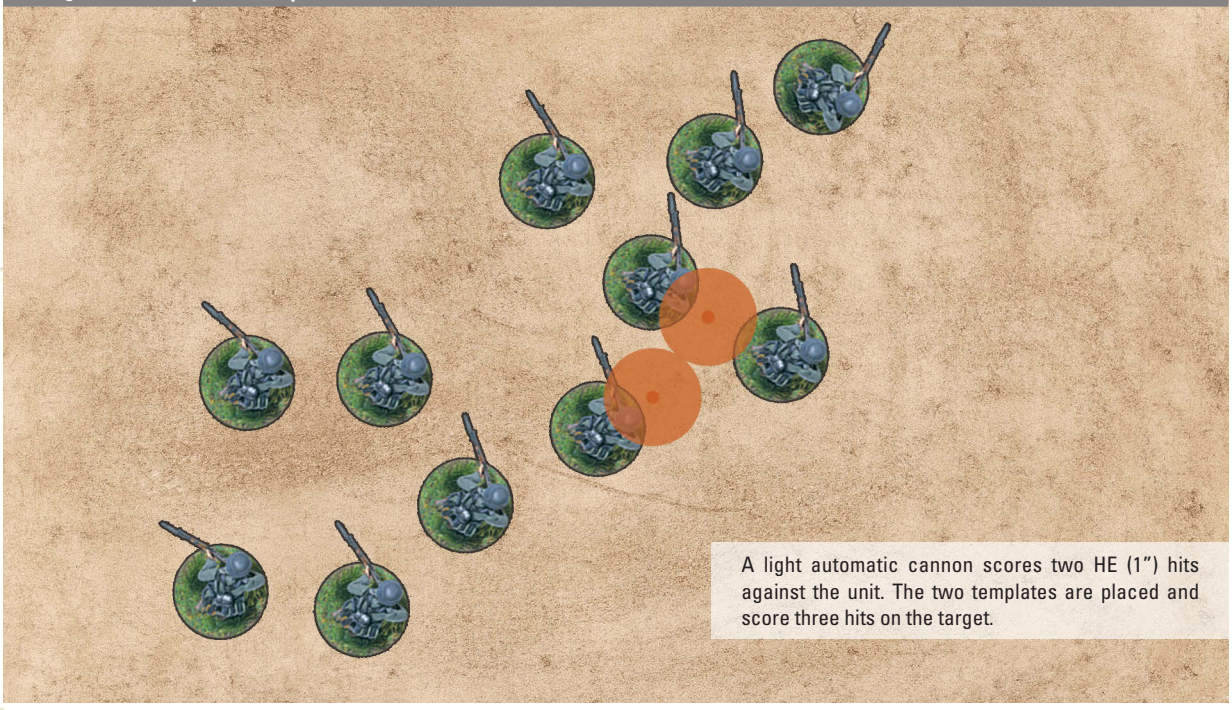
A unit shot at by HE can react by taking an immediate *Down* action in the usual manner. Once the unit has gone *Down,* roll to hit, place the template and determine the number of HE hits caused normally, but then halve that number, rounding up. This represents men who have 'hit the dirt' and who might be lucky enough to avoid the blast and flying shrapnel.

HE hits don't cause a single pin marker on the target, but rather a variable number of pin markers. This represents the terrifying effect of artillery shells exploding on and near the unit. The number of pin markers caused is generated randomly by rolling a D2, D3 or D6 depending on the HE value of the shooter as shown on the chart below. For example, if hit by a shell with an HE value of 1" the target takes D2 pin markers – i.e. roll a die with scores of 1, 2 or 3 = 1 and scores of 4, 5 or 6 = 2.

Roll to damage as normal, starting from the target unit and then rolling for other units hit in any order you like. The penetration value of HE shells, which is applied on the roll to damage for all targets hit, also varies with the

Finnish Sturmi StuG Assault Gun

Diagram 10: Multiple HE Templates



A light automatic cannon scores two HE (1") hits against the unit. The two templates are placed and score three hits on the target.

HE values – larger and more powerful shells having higher values. This is also shown on the chart below. However, HE shells don't rely on the kinetic energy of the shell itself to penetrate a target's armour, so they don't suffer the –1 penetration penalty when hitting an armoured target at long range. Note that the models removed as casualties can come from anywhere in the unit, not just from the models within the explosion radius.

Diameter	Pen	Pin	Hits vs targets in buildings
1"	+1	D2	D3
2"	+2	D3	D6
3"	+3	D3	2D6
4"	+4	D6	3D6

The last column of the chart is used for units hit by HE while occupying a building, as explained on page 125. Note that books from the previous edition of *Bolt Action* use this last column to identify the type of HE shell – simply use the equivalent line in this chart, so for example HE (D6) uses the 2" template, and note that both HE (D2) and (D3) use the 1" template.

When a unit capable of shooting HE or anti-tank shots is given an *Ambush* order the player must specify the kind of round loaded. If this is forgotten then the default position is that anti-tank guns will load anti-tank rounds, whilst other guns will load HE rounds. The unit cannot change from one type of round to another until a further order is issued, though this could be another *Ambush* order if desired.

TOP SECRET

US AND BRITISH 75MM TANK GUNS

The US 75mm M2 and M3 tank guns – as fitted to M3 and M4 medium tanks – were general purpose weapons not designed as specialised anti-tank guns, unlike the German 75mm KwK 40 gun that equipped the Panzer IV. Although anti-tank performance was poor they had a good HE shell, making tanks equipped with these guns very effective against infantry targets.

For this reason we rate the US 75mm gun as a medium anti-tank gun but with the HE value of a light howitzer (2"). Although a different weapon, the British 75mm gun was similar in performance and was adapted to fire US ammunition, so we treat both guns as the same.

Multiple HE Hits

Some units or weapons are capable of firing a number of HE shots simultaneously – a good example is an automatic cannon shooting two small HE shells every time it's fired. In these cases, roll all the dice to hit first, then for every hit scored place one template on the target unit as described above, except that the templates must be placed so that they are in contact with each other without overlapping (see Diagram 10). After placing the templates, work out which models are covered by the templates, keeping in mind that a model suffers a single hit even if covered by

more than one template. One good way of thinking about this is to imagine that the templates form one odd-shaped new template that must be used along the same principles as a single larger round template.

Units hit by multiple HE hits like this only suffer a single batch of multiplied pin markers, not multiples of them! For example, they would suffer D2 pins even if hit by two or more HE hits from a single automatic cannon (and not D2 pins per hit!).

HOWITZER

This weapon can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire as described below. When firing over open sights it has no minimum range. When using indirect fire, a howitzer has a minimum range. This is shown in brackets on the weapon chart – for example, light howitzers have a minimum range of 0–24". If a howitzer switches from indirect fire to direct fire and then returns to indirect fire, always against the same target, the zeroing-in sequence is reset.

INDIRECT FIRE

The indirect fire special rule refers to weapons that shoots HE shells 'indirectly', which is to say they lob a shot high in the air to land on top of the target unit, for example a mortar rather than a rifle that shoots 'directly' at its target.

These indirect fire weapons cannot be fired at targets within their minimum range (see weapon profiles), measured from the centre of the weapon itself. If a target is found to be within this minimum range the shot misses automatically and is ignored.

The crew of an indirect firing weapon must still be able to see their target unit to shoot, unless a spotter is employed – see the spotter rule below. However, the crew can direct their fire against a target even if friends are in the way, as shots pass far over the heads of intervening friendly troops because of the high trajectory.

When firing HE shells using indirect fire, a 6 is required to hit, regardless of any modifier. In the following turn, if the shooter fires at the same target unit, and if the shooter has not moved from their position (i.e. it receives a *Fire* order), and if the target unit has not moved from their position (to count as 'moved', the entire unit must be at least 2" away from the area that it was covering before), a hit is scored on a 5+. This represents the shooter adjusting his aim by observing where shots are falling. If the shooter continues to fire under the same conditions explained above, a hit is scored on a 4+ in the next turn, then 3+ and finally 2+ in all subsequent turns. However, if a hit is

Sherman M4A3 (76) Medium Tank with additional wooden armour

TOP SECRET

SPOTTERS

Some indirect weapons teams can be provided with a spotter as indicated in the Army Lists section. A spotter is always a single model. The spotter is part of the mortar or artillery team but is always treated separately and is not one of the crew. He does not have to be placed with the weapon crew – his role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line. As the spotter forms part of the same unit as the weapon he is directing, no separate order die is provided for him (this also means that when you count the number of units in your army, the spotter and gun count as one). During a turn either the weapon crew can be given an order or the spotter can be given an order – but never both. Spotters can never assault or fire against enemy units. Note however that a spotter that does not have an order die next to it always counts as *Down* (as it would indeed lie flat on the ground for most of the time except when moving).

If an indirect fire weapon is fired by veteran or regular crew, and it has a spotter, then the crew are assumed to be able to see whatever the spotter can see. This can potentially enable a mortar or artillery piece to shoot at targets that lie on the other side of a hill, woods or in some other position that is invisible to the crew itself.

The spotter and the crew are treated entirely separately in other respects – as if they were two units – and the spotter is not taken into account when it comes to determining whether the weapons team or artillery piece is destroyed. Should his associated weapons team or artillery piece be destroyed then the spotter is also removed as a casualty – he abandons his post and makes his way back to his own lines without taking any further part in the battle. If the spotter is destroyed this makes no difference to the weapon team or artillery crew, other than that their aim can no longer be guided by the spotter. If an indirect fire has ranged in against a target and the spotter is killed, the weapon can continue to fire on the target, hitting on 2+. If the weapon had not ranged in yet, it cannot see the target and cannot shoot it any more – choose a different target.

Armoured engineers lead the Soviet advance

scored in any turn, the shooter is zeroed in on the target and as long as it does not move, all further shots hit on 2+, even if the target unit is then lost from view (obscured by a moving vehicle, a spotter is killed, etc.).

When fired against vehicles, hits from indirect fire weapons always strike the vulnerable top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the damage results table (see page 108).

Weapons cannot be fired indirectly by a unit that was in *Ambush* that turn – indirect fire takes time.

Howitzers and mortars can also fire smoke shells to lay a smoke screen – see page 97 for rules covering this.

If a unit includes both normal weapons and indirect firing weapons (such as one or more light mortars inside a unit of riflemen), any mortar in the squad can pick a target individually, regardless of what the rifles and other mortars in the squad are doing. Ranging in is kept track of separately for each mortar (you might have to write things down…).

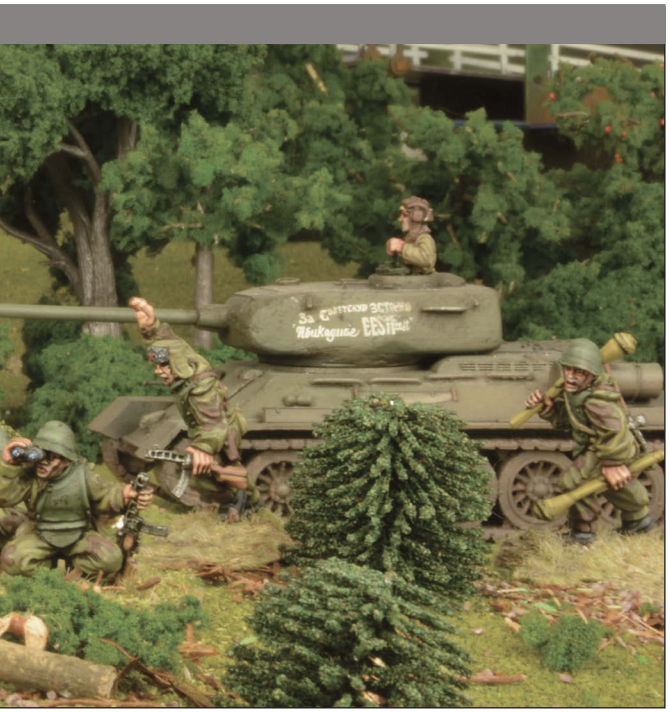
MULTIPLE LAUNCHER

This rule describes multi-barrelled rocket firing weapons such as the German Nebelwefer and Wurfrahmen, the Russian Katyusha and US Calliope. A multiple launcher counts as a heavy mortar, but its chance of hitting never gets any better than a 6 (no ranging in). However, every time you fire it, pick the first target unit as normal and then check which other enemy units are within 6" of the original template – these are also targets. If you find that there is a friendly unit within 6" of the original template, you cannot fire and the shot is wasted. Once the target units have been determined, check if any of these units are within the minimum range – these units are missed automatically. Then roll to hit for all remaining target units, one at a time in any order you prefer, hitting on 6. If you score one or more hits, work out the total of all of the hits inflicted by the salvo on target units, using the relevant templates, and then proceed to roll to damage. When being towed, multiple launchers count as light howitzers.

ONE-SHOT

This is a disposable weapon that can be fired only once per game. For example, the panzerfaust is a rocket-propelled anti-tank grenade commonly used by late war German troops. Once fired replace the model with another model that does not carry the disposable weapon.

If a unit of infantry includes a proportion of men armed with one-shot weapons, then each of these models is allowed to direct its fire against a separate enemy unit, regardless of the target chosen by the other models in their unit. This enables a unit to split its fire between two or more different enemy units and is therefore an exception to the rule that normally prevents this. Note that you do not have to fire all of a unit's one-shot weapons in the same turn; some can be kept for use in further turns.



Declare the targets for all weapons that are firing at a different target from the unit's as you declare the unit's target and before proceeding to roll for all of them separately.

SHAPED CHARGE

The warhead of these rocket-propelled grenades can take out any tank it strikes head-on. These are very powerful weapons that don't rely on velocity to penetrate armour, so they never suffer the –1 penetration modifier for firing at long range.

TEAM WEAPON

This special rule (often shortened to just 'team') indicates that the weapon requires two or more men to shoot at full effect. There are three types of team weapons – squad-based team weapons (team weapons imbedded inside infantry squads, like a squad LMG); support team weapons (which form an infantry unit of their own, such as a medium machine gun team or a bazooka team); and artillery team weapons. We will list here the generic rules that apply to all three, and then list the exceptions that apply to support team weapons and squad-based team weapons.

Team weapons normally have a crew of two, three or more members, comprising one man to fire the weapon and a number of loaders or other crewmen to help operate it, move it about, carry ammunition or act as lookouts. All the crew members are fully occupied whether carrying equipment, serving the weapon, or keeping watch. Note that although in reality crewmen often carried small-arms, and many crew models will undoubtedly do so, in the game crews of weapon teams never fire these weapons and are therefore not allocated personal armament in the army lists.

A team weapon shoots at full effectiveness so long as there are at least two men to serve it. A minimum of two crew is always needed to fire at full effect. If only one man remains to serve a team weapon then the weapon can still be fired but suffers a –1 'to hit' penalty.

Remember that sometimes a team weapon and its crew might be mounted on a single base for ease of use. If the crew suffers casualties, simply place a die on the base and rotate it to show how many models have been killed.

Support Team Weapons

Support team weapons work as described above, with the following important exception.

When the model carrying/firing the support team weapon is killed, the entire team is considered to be out of action. All remaining crew models are removed as casualties and the unit is destroyed. This might seem harsh but it avoids worrying about ineffective odd men and is only fair in terms of the removal of order dice and awarding of victory points as described later. Perhaps these odd crewmen have panicked and fled or else they have been caught in a catastrophic ammunition explosion and killed – either way we abandon them to their fate.

Squad-Based Team Weapons

The most common team weapon carried by the typical infantry squad is the light machine gun. If a team weapon is included in an infantry squad then one of the other infantrymen in the squad becomes its second crewman, for example, a Bren gun team of firer and loader. Choose which model becomes the loader – you can pick any model in the squad except the NCO, and you must mark this model clearly, so that both you and the opponent can easily recognise it. Then keep the loader within an inch of the weapon-carrying model at all times. When the team weapon is fired, the loader cannot fire his own personal weapon – he is too busy crewing the team weapon. If an infantry squad's team weapon is destroyed, the surviving loader simply reverts to an ordinary member of the squad. If the loader is killed or is not within an inch of the firer, the weapon suffers a –1 'to hit' penalty as described above.

CLOSE QUARTERS

The proliferation of automatic weaponry during twentieth century warfare meant that charging across open ground to engage the enemy at close quarters became a lot less effective and much more risky. However, it often remained the only way to dislodge determined infantry from strong defensive positions.

CLOSE QUARTERS PROCEDURE

If a player wishes a unit to engage an enemy at close quarters, it must be given a *Run* order and the player must also declare the unit is making an assault.

When a unit makes an assault it moves into touch with the target enemy unit, and the two will then fight at close quarters. This is the only time when opposing units are allowed to deliberately move into touch, as they must normally keep more than 1" away from each other. Close quarter fighting is resolved in the following sequence:

1. Declare target
2. Measure move distance
3. Target reacts
4. Move assaulting models
5. Fight first round of close quarters
    a. Attackers roll to damage
    b. Defenders take casualties
    c. Defenders roll to damage
    d. Attackers take casualties
    e. Loser surrenders and is destroyed
6. Resolve draws – further rounds of close quarters
7. Winner regroups

DECLARE TARGET

The player declares that the unit is making an assault and indicates the enemy unit that will be attacked. The unit making the assault must be able to see the target enemy unit, or must be able to see the building it occupies if the target is inside a building. Note that just as a unit must select one enemy to shoot at, a unit must select one enemy to assault.

MEASURE MOVE DISTANCE

Measure the distance between the two units – once again this means the distance between the closest assaulting model and the closest visible model in the target unit. Also bear in mind when measuring that the closest assaulting model must move round impassable terrain, all enemy models and all friendly vehicles that block its most direct path to the enemy – (basically, impassable terrain and all models except friendly infantry and artillery). If the model has to go around any of these, it will make the distance longer than a simple 'as the crow flies' normal measurement.

If the distance is greater than the maximum *Run* move of the assaulting troops (12") then the assault has failed to contact. Move the assaulting unit as far towards the target as it can get, remembering to leave a gap of more than 1" between then as usual. If the distance is within the maximum *Run* move of the assaulting troops (12") then the assault is successful.

TARGET REACTS

If the assault is successful and the target unit has not already taken an action that turn, the target unit can react by opening fire against the assaulters. The opposing

Counterattack in the Krinkelterwald, by Steve Noon © Osprey Publishing Ltd. Taken from Combat 15: US Infantryman vs German Infantryman

Gurkhas prepare to receive a banzai charge

player takes an order die from the dice bag and instructs his unit to *Fire*. Sometimes this reaction fire may be enough to wipe the assaulters out before they even reach their target.

If the unit being assaulted has one or more pin markers it is still allowed to react by opening fire. The order is automatically given; no test is required to see if the order is obeyed. Note that because no test is taken the unit does not lose a pin marker for 'passing' an order test. Each pin marker on the unit will reduce its chance of hitting in the usual way.

Also note that the shooting is resolved immediately, before any assaulting models are moved. However, even weapons that are out of range count as in range and can shoot, applying the long range to hit penalty regardless of the actual distance to the target – this represents the firer waiting for the assaulting model to be in range before firing.

TOP SECRET

DEFENSIVE POSITION

Whenever the assault of the enemy has gone across obstacles or rough ground, thus being shortened to 6", or when the defender is being fought across an obstacle as described above, the defender has the advantage of readying themselves for the onslaught and place a few blows of their own as the enemy makes its way across the terrain.

This means that the attackers' normal advantage of going first is cancelled by the defenders' shelter – instead of the attackers fighting first, both sides fight simultaneously. Calculate the combat with all the models from both sides fighting at the same time, and then remove casualties from both sides. To avoid confusion one player will probably have to resolve his fighting first, but regardless of how many enemy fall casualty, all the models in the opposing unit will fight including casualties.

SURPRISE CHARGE

If the assaulting unit is 6" or less from its target when the assault is declared then the target cannot react. The enemy is just too close and there is not enough time to bring weapons to bear. Note that units in *Ambush* make exception and ignore this rule – they can still fire at the assaulting unit if assaulted from 6" or less.

OUTFLANKED

Any weapon that has a fixed arc of fire can only respond with reaction fire if the assaulting unit is within its fire arc at the start of the assault move.

MOVE ASSAULTING MODELS

If the assault is successful, move the models in the assaulting unit into base contact with the models in the target unit. Arrange the combatants so that as many models from both units touch as possible, distributing the assaulters one on one as far as possible, and then as equally as possible amongst the defenders. Once the assaulting unit has moved, any models in the target unit that are not already in contact with an enemy are moved into touch. Attacking and defending models that are unable to move into contact with an enemy for whatever reason are positioned so that they touch the models in their own unit that are in contact with the enemy and so on, as close as possible to enemy models. These models then count as fighting in the combat even though they are not in base contact with enemies.

Diagram 11: Assaults

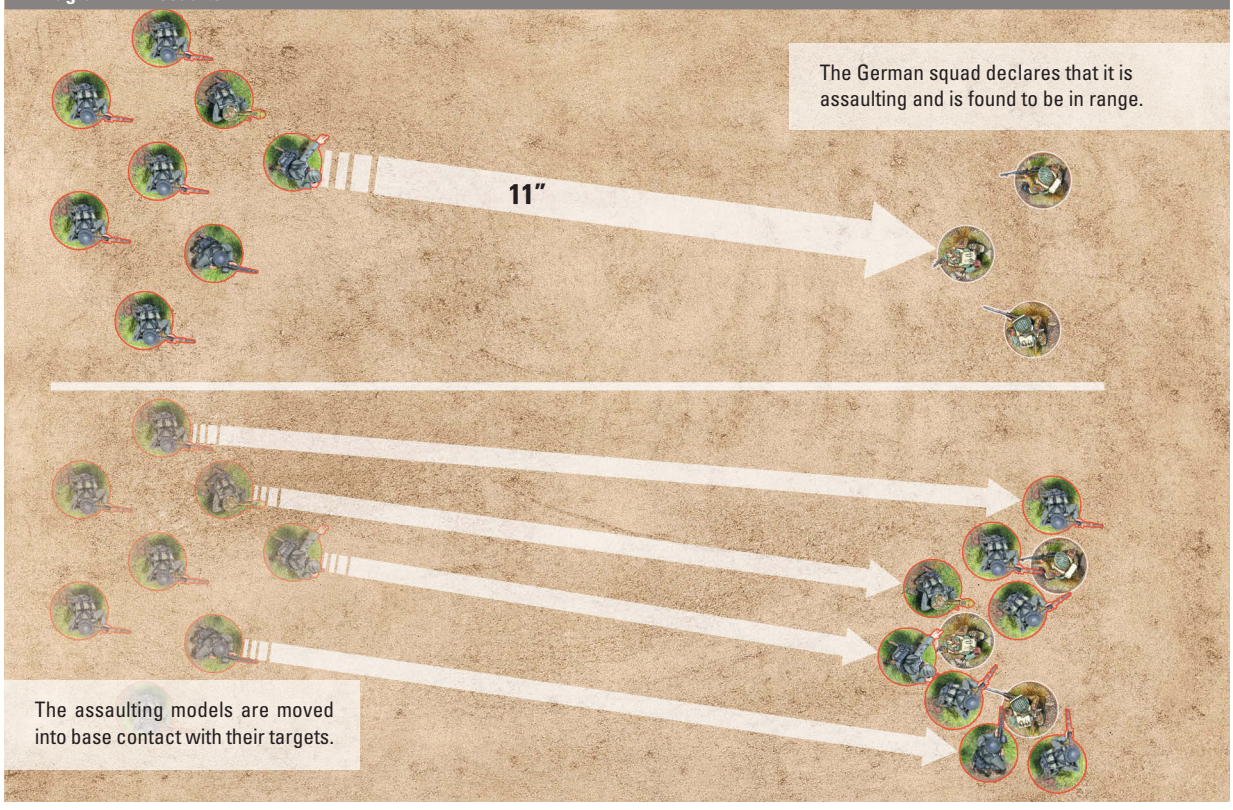
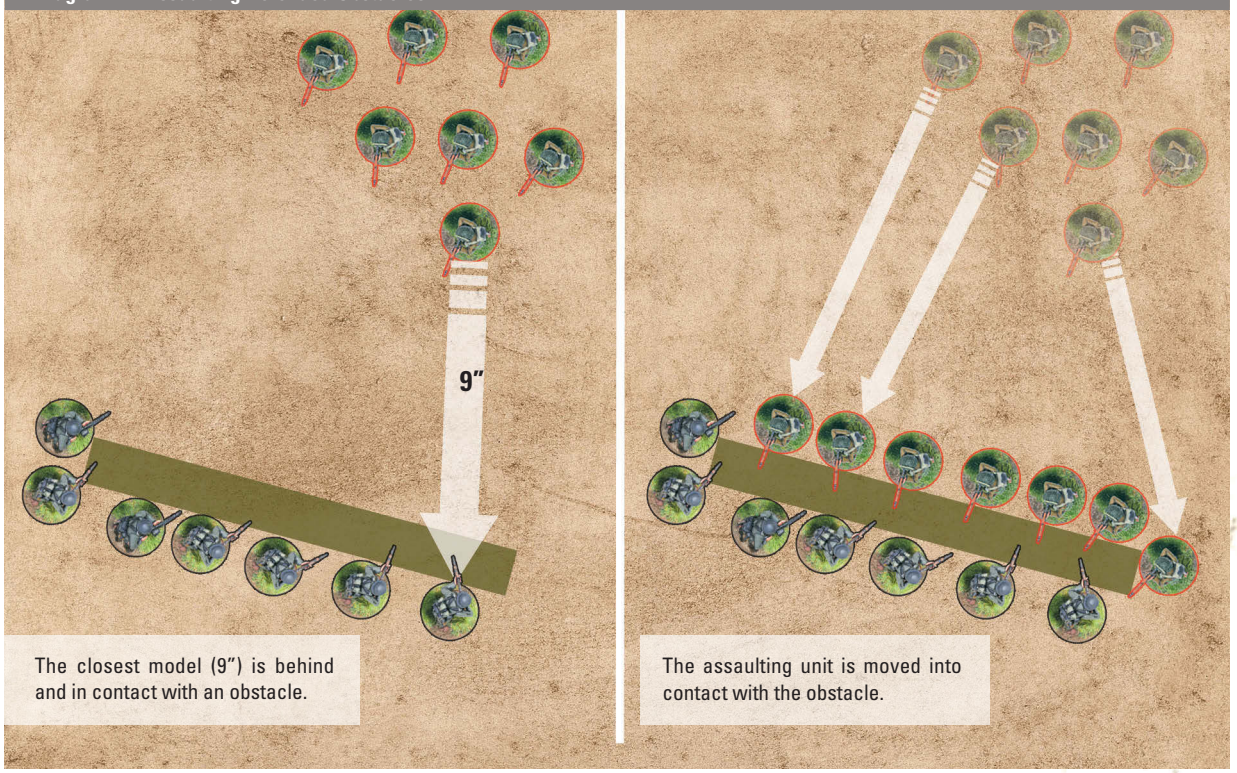


Diagram 12: Assaulting Defended Obstacles



Hand-to-hand combat for the Proletary Cement Factory, by Steve Noon © Osprey Publishing Ltd.
Taken from Campaign 281: The Caucasus 1942–43

Gurkha Section

Note that individual models can potentially move further than 12" to reach an enemy during an assault. So long as opposing units are within the permitted distance measuring closest to closest in the normal way, the assault goes ahead.

THE 1" GAP RULE AND ASSAULTS

When an infantry unit assaults an enemy unit the usual 1" gap rule that prevents enemies moving within 1" does not apply. Models are allowed to move within 1" of enemy as they assault, but are not allowed to pass within 1" of one enemy unit to assault a different enemy unit that is further away.

ASSAULTING THROUGH TERRAIN

As stated earlier, when measuring the distance between the closest assaulting model and the closest visible model in the target unit, you must consider that the model must go around impassable terrain, but otherwise takes the shortest possible route.

If this closest possible route crosses any obstacles or rough ground, the assault move, though still being a run move, is limited to just 6" rather than 12". Note that the defenders will also benefit from the 'defensive position' bonus in the ensuing fight as explained below.

ASSAULTING DEFENDED OBSTACLES

If, when measuring the distance between the closest assaulting model and the closest visible model in the target unit, the line is clear of all terrain except for an obstacle that the target model is sheltering right behind (as shown in Diagram 12), the assaulting unit can *Run* at full speed (i.e. the full 12") and if the assault is not stopped by reaction fire, will be placed in base contact with the obstacle itself, or as close as possible to it once the obstacle is full. The target unit is then lined up behind the obstacle opposite the attackers, including any models that were on the enemy side of the assault – imagine they have leapt behind the obstacle to defend it.

The combat is then resolved as normal, but the defenders will benefit from the 'defensive position' bonus in the ensuing fight (see page 76).

FIGHT FIRST ROUND OF CLOSE QUARTERS

To explain things clearly we will refer to the unit making the assault as the attackers and the target unit as the defenders. The fighting is resolved as follows. Note that we are only concerned with attacks against other infantry and artillery crews for the moment. The rules for close quarter fighting against vehicles are a little different and are explained on page 112.

ATTACKERS ROLL TO DAMAGE

The attackers make one assault attack per man (keep in mind that some weapons and special rules confer additional attacks). As there is no taking cover from a grenade blast, bayonet thrust or point-blank shot, all close quarter attacks against other infantry or artillery crews hit automatically. Roll to inflict damage in the same way as for shooting, including inflicting exceptional damage on rolls of 6 followed by a 6 as explained on page 58. Note that no Pen modifiers apply in close quarters, regardless of what weapons the combatants are equipped with, and no weapon special rules apply except for the assault special rule. Also note that pin markers have no effect in close quarters and are ignored for the duration of the fight.

DEFENDERS TAKE CASUALTIES

This is done exactly as for shooting damage. The defender picks which models fall casualty, unless the attackers have scored exceptional damage in exactly the same way as for shooting.

DEFENDERS ROLL TO DAMAGE

Any of the defenders that are still standing after the attacker's onslaught can fight back, hitting their enemies automatically and rolling to damage as before.

ATTACKERS TAKE CASUALTIES

This is just the same as described above for the defenders.

LOSER IS DESTROYED

The side that has caused the most casualties in the round of close quarters combat is the winner. The losing unit is destroyed and removed. Any survivors are assumed to be taken prisoner, running for their lives, hiding or playing possum and are treated as having fallen casualty.

If one side is wiped out to a man during the combat itself, it is the loser and the other side wins regardless of the number of casualties suffered – winners must be alive!

RESOLVE DRAWS

If neither side causes more casualties than the other the result is a draw. Immediately fight another round of close quarters combat. Following a drawn combat subsequent fighting is worked out simultaneously as described for fights across obstacles.

If the result is a draw again continue fighting until one side loses or is completely wiped out. Infantry assaults are always decisive resulting in the complete destruction of at least one side.

WINNER REGROUPS

After the losers are removed, the winners are allowed a special regroup move. This special move does not require an order, does not affect any order the unit already has, and does not prevent the unit receiving an order that turn if it has not already done so. This is a special out-of-sequence move that allows victorious units to regain their formation and arrange themselves into a less exposed position. If they have defeated an enemy sheltering behind an obstacle it allows them to move over the obstacle, for example.

A unit making a regroup move rolls a D6 and can move up to that number of inches. Although regrouping units are moving they cannot exit the battlefield, mount transports or enter buildings (unless they assaulted said building, as explained in the rules for buildings on page 126).

Soviet PPSh-41 Submachine Gun

HEADQUARTERS

Although the actual military organisations of the combatant nations differed in detail, officers, support weapons, radio operators, forward observers, and medical staff generally formed part of a platoon, company or in some cases battalion headquarters (HQ). These HQ units would often be scattered amongst the fighting units where they could be most effective. In *Bolt Action* we allow these units to be incorporated as part of a force without worrying unduly about exactly how they fit into the army's structure. Once deployed for battle such units all form part of the same overall command.

HQ UNITS

HQ units are infantry units comprising one or more models. These units do not have an NCO, their leader is the officer/medic/observer himself. Regardless of its size, each HQ unit adds an order die to your force just like any other unit.

OFFICERS

The most common and possibly the most useful type of HQ units are officers. Officer units consist of an officer model together with a number of other men. Officers are vital when it comes to getting troops moving under fire. To represent this an officer model adds a morale bonus to all friendly units within 6" or 12" (see table below), including to the officer unit itself.

The morale bonus conferred by an officer depends upon his rank – the more senior the officer the higher his bonus and range. Of course, we accept that linking effectiveness to rank is merely a convenience for purposes of our game. In reality there were many junior officers who were excellent and inspiring leaders and any number of senior officers who were anything but! We have listed the ranks according to British/US usage, and obviously the same bonuses apply to their equivalents in other armies.

OFFICER BONUSES

Rank	Morale Bonus	Extra Orders	Range
2nd Lieutenant	+1	1	6"
1st Lieutenant	+2	2	6"
Captain	+3	3	12"
Major	+4	4	12"

The greatest bonus we need take account of is +4. Therefore the highest rank we have made use of is Major, but models of higher-ranking officers can certainly be fielded as part of an army with the same bonus as a Major, should players wish. Bear in mind that the highest morale value is always 10, regardless of any bonuses that apply.

A force can include multiple officers of the same or different ranks, but a unit can only benefit from the morale bonus of one officer at a time. This will always be the highest value available.

A US medic team with a repurposed enemy half-track treats a wounded GI

You Men, Snap to Action!

When a Second Lieutenant receives an order successfully (either because no test was required or because of a successful order test), other than *Down,* you can immediately take one of your order dice from the bag and give an order normally to a single friendly unit within 6" – you can measure to see which of your units are within 6" before you take dice out of the bag.

A First Lieutenant can take up to two dice to give orders to up to two friendly units; a Captain can take three and a Major can take four. Captains and Majors can do this within a range of 12" rather than 6", as shown on the table opposite.

Resolve each order (including the officer's original order) in turn, finishing each unit's action before going on to the next, in any sequence you like. It is best if you place a normal D6 or other marker on top of all the order dice issued simultaneously to and by the officer, so that you don't have to remember which units have been ordered while you carry out their orders – remove each marker after carrying out that unit's order. Note that units ordered this way still need to take order tests as normal if they are pinned.

Example: A First Lieutenant is ordered to Run. *His unit has two pin markers, so it must take an order test first. The test is passed, so the player places the order die showing* Run *next to the officer and places a D6 on top of the die, as a reminder. He then draws two more of his order dice from the bag and assigns them to a MMG team and an artillery unit that are within 6", ordering the MMG to* Rally *and the artillery piece to* Fire. *The order dice are placed next to the two units showing the relevant orders and a D6 is placed on both as a reminder. Then the player fires with the artillery, and removes the D6 from on top of the artillery's order die. Then he takes the* Rally *test with the MMG team, removing the D6 from the order dice, and finally* Runs *the officer's unit, removing the last D6. He could have resolved these three orders in any sequence.* Note that officers in reserve (see page 132) cannot use this special rule.

Sherman M4A3E8 'Easy 8' Medium Tank

MEDICS

A medic team consists of a field medic and can include assistants such as orderlies and stretcher-bearers. The field medic is trained to deal rapidly and efficiently with battlefield injuries. These invaluable men can save lives and even put a man straight back into action if his injuries are slight. If a friendly infantry or artillery unit that has a medic model within 6" (including the medic and his orderlies), suffers damage from small-arms fire, one die is rolled for each point of damage caused. On a 6, that casualty is ignored. Note that a medic cannot be used in cases of exceptional damage (page 58), against casualties inflicted by heavy weapons (page 62), or against damage suffered in close quarter combat (page 79).

Geneva Convention

Medic units can't fire any weapons or assault into close quarters. They will fight in close quarters if assaulted. In addition, medic units are ignored for the purposes of determining control of objectives.

FORWARD ARTILLERY OBSERVERS

An artillery observer unit consists of an artillery officer model and can include a second model as assistant radio operator. Artillery officers were often attached as liaison at company level to coordinate the fire of artillery batteries behind the front line. This was done in various ways, ranging from the use of radio or field telephones to runners.

Once per game, when the forward artillery observer unit receives a *Fire* order (not from *Ambush*), the observer can contact his battery, calling in either an artillery barrage or a smoke barrage. To represent this you will need a token of some kind – a coloured chit for example. Place the token anywhere within sight of the artillery observer. This token represents the aiming point for the artillery battery he has contacted.

Once the token has been placed on the battlefield, at the start of each following turn, before drawing any order dice, roll a D6 and consult the appropriate chart overleaf, either the artillery barrage or the smoke barrage chart, even if the observer has been killed. Once either barrage arrives, stop rolling on the charts.

ARTILLERY BARRAGE CHART

D6 Roll	Effect
1	***Miscalculation*** *Either the observer or the artillery battery has made a terrible mistake in the heat of battle.* Move the aiming point token 3D6" in a random direction (see below) and then immediately resolve an artillery barrage as described for result 4–6 below.
2 or 3	***Delay*** *The battery is probably busy with another fire mission in another part of the battle.* The player making the barrage can move the token up to 12". Roll again at the beginning of the next turn.
4, 5 or 6	***Fire for effect*** *The area around the aiming point is plastered with heavy shells, blasting the enemy to smithereens.* Roll a die for each unit, friend and enemy, within D6+6"of the aiming point. On a result of 1-5, the unit is not hit directly but takes D3 pin markers from shock and blind terror. On a result of 6 the unit takes a hit from a heavy howitzer – place a 4" HE template on the target unit in the same way as for HE shells and resolve hits with a pen value of +4. If the unit survives, it takes D6 pin markers. Infantry and artillery can go Down to halve the hits taken. Armoured targets are hit on the top armour.

SMOKE BARRAGE CHART

D6 Roll	Effect
1	***Miscalculation*** *Either the observer or the artillery battery has made a terrible mistake in the heat of battle.* Move the aiming point token 3D6" in a random direction (see below) and then immediately resolve a smoke barrage as described in result 4–6 below.
2 or 3	***Delay*** *The battery is probably busy with another fire mission in another part of the battle.* Nothing happens – leave the token in place. The player making the barrage can move the token up to 12". Roll again at the beginning of the next turn.
4, 5 or 6	***Smoke screen deployed*** *The area around the aiming point is filled with smoke shells, creating a fluttering smoke screen that billows in the wind and hides the movement of troops.* To represent the smoke some cotton wool, kapok or similar material is required. Make a circle of smoke 6"in radius centred upon the aiming point. This area counts as soft cover and dense terrain.

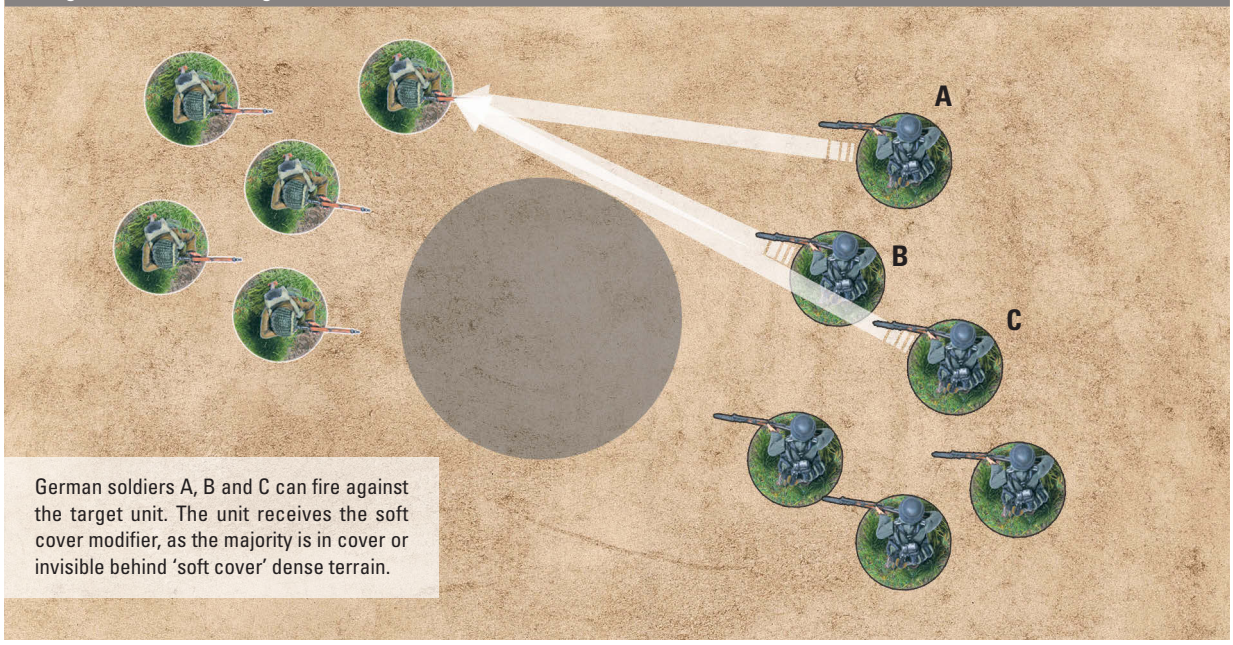
TOP SECRET

RANDOMISING DIRECTION

The easiest way to establish a random direction is to use a Warlord order die. Each face of the die has an arrow symbol clearly marked – roll the dice and the arrow will indicate a random direction. Any kind of die that has numbers rather than 'pips' can be used in a similar fashion to give a random direction by drawing a line through the top of the number rolled. Some players use a D10 in a similar way, as its sides are 'arrow shaped' and will therefore always point in a direction when rolled. Another method is to place the *Bolt Action* HE template on the spot you are scattering from and roll a D6 – the result will give you one of the six directions indicated on the template.

German Heer Forward Observers

Diagram 13: Smoke Barrages



German soldiers A, B and C can fire against the target unit. The unit receives the soft cover modifier, as the majority is in cover or invisible behind 'soft cover' dense terrain.

Whenever there is smoke on the table roll a die at the start of each turn. On the roll of a 1 all the smoke is dispersed by the wind and is removed. On the roll of a 2 all the smoke on the table drifts D6" in the same randomly determined direction. On a roll of a 3 or more the smoke stays where it is.

FORWARD AIR OBSERVERS

An air observer unit consists of an air force liaison officer and can include a second model as assistant radio operator. These air force officers are attached to ground forces so that air strikes can be effectively coordinated against enemy held positions. In the game they function in a similar way to artillery observers, but instead of calling down an artillery barrage they can summon an air strike.

Once per game, when the forward air observer unit receives a *Fire* order (not from *Ambush*), the observer can call in aircraft to attack the enemy. Nominate an enemy unit anywhere within sight of the observer as the target for the air strike.

Once a target has been chosen an aircraft can potentially appear at the beginning of any following turn. At the start of the next turn, before drawing any order dice, roll a D6 and consult the air strike chart below, even if the observer or the chosen target for the air strike has been destroyed.

When the plane arrives, stop rolling on the chart and instead resolve the attack as described below.

AIR STRIKE CHART

D6 Roll	Effect
1	***Rookie pilot*** *This inexperienced airman must have trouble with target recognition.* The opposing player can choose one of your units as the new target for the air strike. He places the aircraft marker as described for a Here it comes! result and resolves the attack against your unit.
2 or 3	***The skies are empty*** *Possibly because of interdiction by enemy fighters, or simply for lack of availability, no plane is sighted.* Nothing happens. If he wishes the player can change the nominated target to any other enemy unit within sight of the Air Observer. Roll again at the beginning of the next turn.
4, 5 or 6	***Here it comes!*** *With a roar, the aircraft begins its attack run.* Follow the sequence overleaf to resolve the air strike. If the chosen target has been already destroyed, the plane simply flies by and the attack is wasted.

RESOLVING THE WARPLANE ATTACK

First of all, place a suitable token 18" away from the intended target to represent the point where the aircraft opens fire or deploys its payload. Whilst any suitable coloured chit will suffice to mark the spot, many players will doubtless wish to employ a model aircraft in this role. This certainly looks more threatening!

Once the aircraft model or token has been positioned, resolve shooting from flak units. If either side has any flak units then work out if the aircraft has taken damage during its attack run as described for flak below. Note that it is possible for flak units from either side to inflict damage on attacking aircraft – as troops would often mistake friendly aircraft for enemy.

If the warplane is stopped by the flak fire (see below), the warplane model/token is removed and the air strike is over. If the warplane is not stopped by the flak, the target unit and every unit (from either side) within 6" of the target unit and within 6" of the centre of the warplane model/token is potentially pinned by the incoming air strike. Roll D3–1 for each of these units and add the indicated number of pin markers.

Once any pinning has been worked out, roll a D6 to determine the type of attack against the target unit and consult the chart below.

WARPLANE TYPE CHART

D6 Roll	Effect
1 or 2	***Strafing fighter*** The target takes one additional pin marker. Infantry, artillery and soft-skin vehicles suffer 2D6 hits with a +2 Pen value. Infantry and artillery can go Down to halve the hits taken in the same way as from HE shells (see page 68). Armoured targets are hit on the top armour.
2 or 4	***Fighter-bomber*** The target takes D2 additional pin markers. Place a 3" HE template on the target unit in the same way as from HE shells and resolve hits with a +3 Pen value. Infantry and artillery can go Down to halve the hits taken. Armoured targets are hit on the top armour.
5 or 6	***Ground-attack aircraft*** The target takes D3 additional pin markers. Place a 4" HE template on the target unit in the same way as from HE shells and resolve hits with a +4 Pen value. Infantry and artillery can go Down to halve the hits taken. Armoured targets are hit on the top armour.

Flak

All enemies with the flak special rule automatically fire at the attacking aircraft if the token or model lies within their range and firing arc. Flak units fire regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence.

As explained on page 104, pintle-mounted machine guns have the flak special rule, and note that firing a flak weapon against an attacking aircraft does not make the vehicle count as open-topped for the turn – it is assumed the crew buttons up again after the air strike is concluded.

Similarly, any flak units that are in *Ambush* retain their ambush status if they shoot at aircraft. However, any units that are hidden as described in the scenario section lose their hidden status if they shoot at aircraft (see page 131).

Friendly flak units must test to hold their fire against attacking aircraft if they are in arc and range of the marked position. Roll a D6 for each flak unit. To successfully hold their fire inexperienced units must roll a 4+, regular units a 3+, and veteran units a 2+. Units that do not manage to hold their fire will shoot at the incoming aircraft as if it were an enemy.

BEF 40mm Bofors Anti-Aircraft Gun

Achtung Jabo! An American fighter strafes a German column

The usual line of sight rules are ignored when firing at aircraft because the target is plainly visible in the sky. Measure the range between the shooter and target ignoring everything in between. Shooting against fast-moving targets like aircraft always hit on 5 or 6, but on the other hand, the only to-hit modifier that applies are pin markers – ignore all other modifiers. If an HE weapon scores a hit, multiply the hit as you would for a hit against a unit inside a building (for example, a hit from a light automatic cannon would cause D3 hits).

Do not roll to damage the aircraft, instead just tally up the number of hits scored in total by all flak weapons that fired at it (including multiplying any HE hits). If the plane has suffered 3 or more hits in total it has been shot down or damaged, or simply forced to abort the attack – the aircraft marker or model is removed. Otherwise proceed with the ground attack as normal.

German MG42 Light Machine Gun

UNIT SPECIAL RULES

Many units share special rules as indicated in the Army Lists in this book and *Bolt Action* supplements. Further specific rules are included in the entries of individual units where appropriate. Note that not all of the rules listed here apply to units in the Army Lists of this book, but they are included so that players can get an idea of which rules might be appropriate for other forces. For example, the fanatic rule for Japanese island garrison troopers, tough fighters for Ghurkhas, and so on.

BICYCLES

Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a Pin marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

CAVALRY

Cavalry are generally treated as units of infantry except where noted below. Cavalry can dismount and fight on foot as infantry, from which point none of these rules apply. To facilitate this, players will need mounted and foot versions of cavalry models.

A cavalry unit moves at 9" at an *Advance* and 18" at a *Run* with the same movement rules and restrictions for infantry, except that we do not allow cavalry that have not yet dismounted to enter or assault buildings, nor to board transport vehicles.

Cavalry units cannot react to enemy attacks by going *Down*. However, they can react by making an immediate escape move in the same way as a recce vehicle (at normal speed, not double speed). See the vehicle rules on page 98.

A cavalry unit can dismount as part of any *Advance* move. Once dismounted riders move and fight as infantry. Troops cannot remount once dismounted.

Cavalry units can carry infantry small-arms, but the only weapon that can be fired whilst mounted is a pistol or a carbine in which case it is treated as a pistol. Note that carbines are treated as rifles when used by troops on foot. All other weaponry can only be fired if dismounted.

Russian paratroopers attack Dobrosli airstrip, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 245: Demyansk 1942–43

French Army Sniper Team

While mounted, cavalry units have the tough fighters special rule (see below). This makes a mounted charge quite a practical proposition if the riders are able to weather their enemy's reaction shooting. Following combat, cavalry are allowed to roll an extra die when they make their regroup move – 2D6" rather then D6".

FANATICS

Fanatics are unwilling to give in and will die fighting rather than flee or surrender. When a fanatic unit loses half of its numbers from enemy fire it does not take a morale check, and it continues to fight as normal so long as it includes at least two men. Should the unit be reduced to one man he must make the check as normal.

Fanatic units with at least two men left are not routed and destroyed when they have a number of pin markers equal to their morale value. Of course such unit is not very likely to be able to do anything until it manages to *Rally*.

When a fanatic unit is defeated in close quarters fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

GREEN

Raw troops are usually rated as inexperienced with a morale value of 8 – but we make allowance for troops who, whilst inexperienced, may be extremely confident or even foolhardy. Green troops might run at the first shot fired – or they might surprise the enemy by proving remarkably fierce or resistant. Either way they are unpredictable. Green units are inexperienced and given a morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down* – if it has already taken its action this turn flip the order die to *Down*; if not then place an order die from the dice bag to show the unit is *Down*. There is no further effect. On a roll of 2, 3 or 4 the unit fights on as you would expect – no further account is made of the fact it is green. On a 5 or 6 the unit is immediately up-rated to regular with a morale value of 9 for the rest of the battle.

MOTORBIKES

Motorbikes were primarily used by dispatch riders and the like, although during the early part of the war German reconnaissance units also made use of motorbikes or bikes and side cars. As with troops mounted on horses we'll treat these as a variant of infantry units.

Motorbikes are generally treated as units of infantry except where noted below. Bikers can dismount and fight on foot as infantry, from which point none of these rules apply. To facilitate this, players will need mounted and foot versions of biker models.

A motorbike unit moves at 12" at an *Advance* and 24" at a *Run* with the same movement rules and restrictions for wheeled vehicles, except that bikes are allowed to make any number of turns as they move. Also, we do not allow motorbikes that have not yet dismounted to enter buildings, nor to board transport vehicles.

Motorbike units cannot react to enemy attacks by going *Down*. However, they can react by making an immediate escape move in the same way as a recce vehicle (at normal speed, not double speed). See the vehicle rules on page 98.

A motorbike unit can dismount as part of any *Advance* move. Once dismounted riders move and fight as infantry. Troops cannot remount once dismounted.

Bike riders can carry infantry small-arms but cannot shoot whilst moving. All weaponry can only be fired when stationary, i.e. with a *Fire* action, in which case we assume riders momentarily halt or get off their machines to shoot.

Bikes are not allowed to make an assault, and if assaulted they can make an immediate escape move as for recce vehicles. If attacked at close quarters, motorbikes fight as infantry. Each man fights. We imagine any bike riders unlucky enough to be fighting at close quarters will abandon their machines to fight and then remount should they survive. Should they win the combat they can regroup 2D6" rather than D6" in the same way as cavalry. Sidecar riders are simply treated like two models mounted on a multiple base.

SHIRKERS

Not all those herded to the front and handed a rifle are willing participants. Some troops might be conscripted militia from occupied territories, or they might be criminals or captives – reluctant or inept fighters looking to desert at the first opportunity. Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double – i.e. one pin marker is a –2 penalty, two is –4 and so on.

SNIPER

A sniper team includes a marksman with a high-power telescopic sight and normally also include an observer or loader (in which case it has the team weapon special rule). When a sniper shoots using a *Fire* or *Ambush* order the player can decide to use his scope, in which case the following special rules apply:

Rifle range changes to 36". However, if the target is within 12", the shot misses automatically.

The shot ignores negative to-hit modifiers, except for pinning markers and for the missing assistant if the sniper is the last man standing (most sniper teams have the team weapon special rule).

The shot ignores the gun shield and extra protection rules.

If the sniper successfully rolls to hit and damage, this always counts as exceptional damage (just as if you rolled a 6 to damage), so the firing player can pick any model in the target unit as a casualty.

Unlike other units with the team weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use the assault rule from their pistols/submachine guns.

STUBBORN

Stubborn troops don't give in easily! If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

TANK HUNTERS

Tank hunter units are equipped with specialised close quarter anti-tank weaponry. This includes anti-tank grenades – possibly launched from a rifle – sticky bombs, gammon bombs, satchel charges, lunge bombs, Molotov cocktails and the like. If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the damage result table as for a normal anti-tank penetration rather than as for superficial damage. See page 112 for an explanation of how assaults against armoured vehicles are resolved.

TOUGH FIGHTERS

Some troops excel at close quarters fighting, whether because of special selection or training, like commando units, or due to cultural disposition as in the case of Ghurkhas and other colonial troops. When a model with this special rule scores a casualty in close quarters against enemy infantry or artillery units, it can immediately make a second damage roll (but not a third if the second damage roll also scores a kill!). For example, ten tough fighters attack in close quarters against a unit of regular infantry. They roll ten dice to damage and score five casualties. This allows them to immediately roll another five dice to damage, and this time they score two more casualties, for a total of seven casualties.

German Fallschirmjager Squad

ARTILLERY

The dreaded 88

The biggest artillery pieces sit far behind the lines and their murderous fire is called upon from many miles away. However, smaller field guns and anti-tank guns operate closely with the infantry and will sometimes be called upon to fire directly at targets over open sights. Both field artillery and anti-tank guns are useful against armoured vehicles, and larger anti-tank guns are also capable of firing a high-explosive shot, which makes them effective against infantry.

Up to this point we have talked primarily about the rules for infantry. This section introduces a new kind of unit: artillery.

ARTILLERY UNITS

An artillery unit consists of two elements – the gun model and its crew. The crew are arranged so that they are all within 2" of the centre of the gun (the breech, see Diagram 14), and in formation with the other crew members as described for infantry units, so that the gun and crew together form a single unit.

ARTILLERY AND MEASURING DISTANCES

When measuring ranges to/from an artillery unit, measure the distance to/from the centre of the gun (the breech, see above) and ignore the barrel of the gun and the crew.

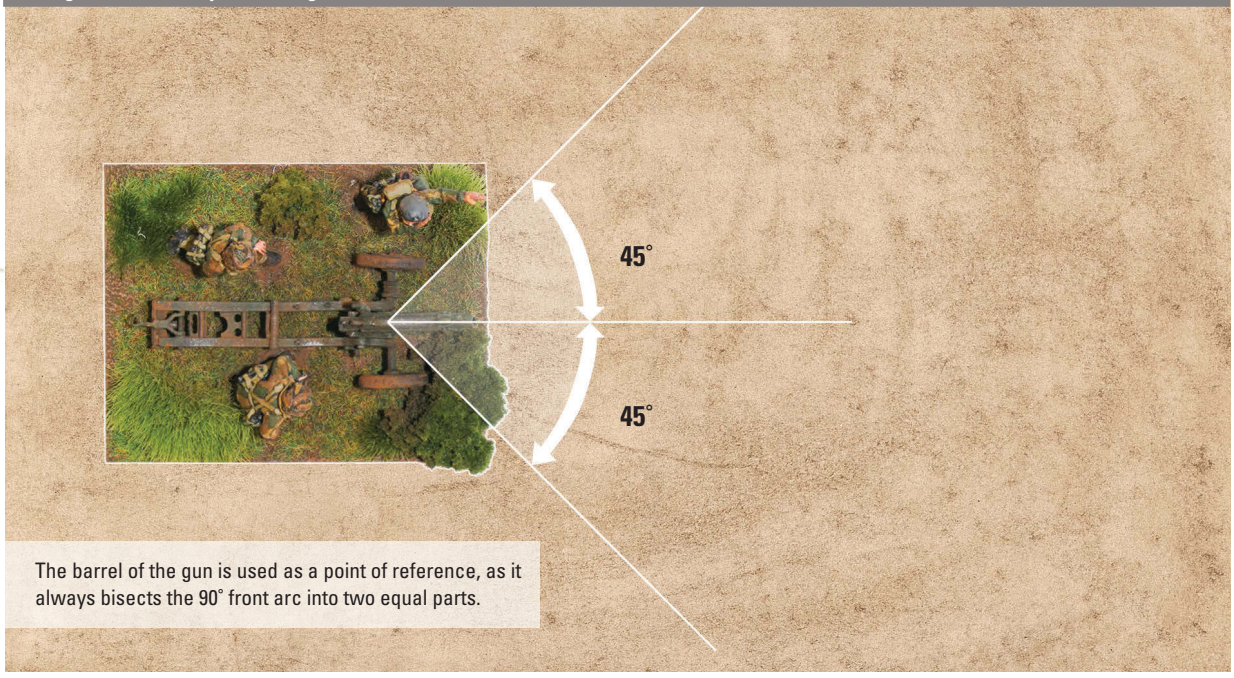
ARTILLERY AND SIGHT

When an artillery piece shoots directly at a target 'over open sights', the line of fire is worked from the point of view of the gun by sighting along its barrel.

When an artillery piece employs indirect fire to shoot over intervening troops or terrain, sight is worked out from any of the crew models. Weapons that fire indirectly can also be provided with spotters as indicated in the Army Lists and described on page 71.

German Heer 20mm Flakvierling 38

Diagram 14: Artillery Line of Sight



The barrel of the gun is used as a point of reference, as it always bisects the 90˚ front arc into two equal parts.

The high-water mark at Teploye, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 272: Kursk 1943

ARTILLERY AND MOVEMENT

Some artillery pieces are so large that as far as our game is concerned they are completely immobile, for example coastal defence guns. Such weapons do not form a regular part of our game although they could feature in a scenario that was devised to incorporate them.

Most of the guns described here and in the various Army Lists represent mobile guns mounted on wheeled carriages to allow their crews to manhandle them , or towing vehicles to tow them, around the battlefield. Even so, they are still very heavy and cumbersome – especially the larger pieces – and therefore artillery have the fixed special rule (see page 66).

RUN ORDERS

Manhandling an artillery piece is extremely hard work. Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons – except that these units can only move 6" rather than 12".

Heavy and super-heavy guns, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a Run order (though they may be rotated by way of an Advance order, as normal for fixed weapons). They can only be moved by means of a tow (see below). It is assumed that the tow also carries a wheeled limber on which to mount the gun for transportation. The rules for towing, limbering and unlimbering guns are on page 117.

TERRAIN

The effects of terrain on movement, including artillery units, has already been described on page 45. In general, it's best if artillery sticks to clear ground during the battle, but guns are allowed to deploy in rough ground or buildings when the battle begins, although they will be unable to move for the duration of the fighting.

ARTILLERY AND SHOOTING

It requires the entire efforts of the gun's crew to operate it – all artillery pieces are team weapons (see page 73). Note also that all crewmen serving a gun cannot shoot with other weapons the models might have.

LINE OF SIGHT

As described above, when firing a gun imagine you are looking through the sights of the gunner firing it. Try to look as closely as possible along the barrel of the gun itself.

ARC OF FIRE

Guns mounted on a carriage have a restricted field of fire. Like all other fixed weapons, guns can only target an enemy unit that lies at least partially within their front arc (i.e. within an angle of 45° to each side of their barrel as shown in Diagram 14). Targets outside of this arc cannot be shot at with a *Fire* order, you will need to issue an *Advance* order to the gun and rotate it.

If a gun is 'platform-mounted', or based on a 'rotating platform' or 'turntable', such as in the case of some AA guns, then when ordered to *Fire* it can be pivoted in place for free before firing, giving it effectively a 360° arc of fire. When this happens, all crew models are immediately moved away from the line of fire and behind the gun's shield if it has one.

GUN SHIELDS

Many guns are equipped with an armoured gun shield to provide protection to the crew. If a gun is equipped with a gun shield, the die roll an enemy requires to score damage for a hit from the front arc of the gun as described above is increased by +1. This means that inexperienced crew sheltering behind a gun shield are damaged on a 4+, regulars on 5+ and veterans on 6+. This die roll is modified by the penetration value of the weapon in the usual way. Note that hits from HE (both direct and indirect fire), flamethrowers and close quarters attacks ignore the gun shield rule.

Soviet ZiS-3 Field Gun

COVER

When working out whether a target artillery unit is in cover or not, only consider the crew models, the gun itself is ignored. This also means that models cannot take cover behind their gun (the gun shield has a different effect, as explained above).

DAMAGE ON ARTILLERY UNITS

The effect of damage on artillery units is handled differently for small-arms fire and heavy weapons fire.

Small-arms fire cannot damage the gun itself. Casualties are always taken from amongst the crew even where exceptional damage is caused. Heavy weapons fire is also resolved against the crew in the same way as for small-arms fire; however, in this case exceptional damage indicates that the gun's firer is killed and the gun itself is also destroyed. The shot has disabled the gun or possibly caused its ammunition to explode.

If the gun is destroyed the entire unit is destroyed and its order die is removed from the dice bag. However, surviving crew members may be redeployed to other guns as noted below.

If a gun's crew are all killed the gun itself is abandoned and an order die is placed besides the gun to show this. The die is not returned to the dice bag at the end of the turn, but remains where it is to indicate the gun is abandoned. Abandoned guns can be re-crewed during the game as noted below. If not re-crewed by the end of the game abandoned guns are treated as destroyed.

There is no need to keep the usual 1" distance from abandoned guns, nor are they considered to be friendly or enemy units – they are treated as if they were wrecks or parts of the terrain. If an enemy unit moves within 1" of an abandoned gun it is either captured or disabled and is removed as destroyed.

ARTILLERY AND CLOSE QUARTERS

Artillery units can never assault other units. Enemy infantry and armoured vehicles can assault artillery units as already described (remember that range, including assault range, is measured to the centre of the gun). Guns can react by shooting against assaulting enemies exactly like other units.

In close quarters fighting, a gun's crew fight in the same way as infantry units and the gun model itself is ignored. Gun crew do not derive any benefit from a gun shield in close quarters fighting. If defeated both crew and gun are automatically destroyed.

RE-CREWING GUNS

Any number of crew models can be moved from one gun to another within 12" either to reinforce an existing crew or to man an abandoned gun.

Crewmen are allowed to make a dash of up to 12" distance from one gun to another when their gun is given an order, regardless of what that order is. Although no specific order is required the move is treated as a *Run* and can trigger fire from enemy units on *Ambush*. Crewmen cannot transfer between guns that are more than 12" apart. Crew transferring from one gun to another cannot serve either gun that turn. If crew transfer to an abandoned gun that currently has no crew, the gun's order dice is flipped to *Down* once the new crew have moved into position.

If a gun is destroyed surviving crew are able to re-crew other guns within 12" so long as they can be given an order that turn. The only action the crew can take is to move to another gun as described. If they have already taken their action that turn, if their order test is failed, or if there are no other guns within 12", then any crew models whose gun has been destroyed are removed as casualties. Remember that the artillery unit counts as destroyed once the gun itself is destroyed, so the order die representing it is removed from the dice bag once any surviving crew have had their chance to move to another gun.

FIRING SMOKE

All howitzers and mortars, including those mounted on vehicles, can fire smoke shells using indirect fire. When firing smoke, a fixed point on the battlefield is nominated as the target and a 6 is required to score a hit, and if the firer remains stationary this increases by +1 per turn, etc., just in the usual way for indirect fire (see page 71).

Smoke screens are represented by a cotton wool, kapok or similar material. If the shell lands on target make a circle of smoke centred upon the aiming point. The diameter of the circle depends on the size of shell as follows.

Light mortar	3"
Medium mortar/light howitzer	4"
Heavy mortar/medium howitzer	5"
Heavy howitzer	6"

If the shell does not land on target – as is most likely – the opposing player can relocate the landing point anywhere he wishes within 12" of the original target position, but is not allowed to overlap smoke with existing smoke unless this is unavoidable in which case he must endeavour to do so only in so far as it cannot be avoided.

Smoke counts as soft cover and dense terrain.

Whenever there is smoke on the table roll a die at the start of each turn. On the roll of a 1 all the smoke is dispersed by the wind and is removed. On the roll of a 2 all the smoke on the table drifts D6" in the same randomly determined direction. On a roll of a 3 or more the smoke stays where it is. See page 84 for rules about smoke and randomising drift.

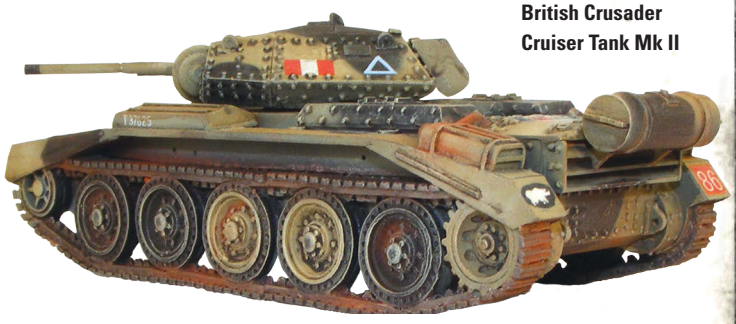
When a multiple launcher fires smoke, pick a target point as normal and roll to hit. If a hit is scored, you can pick D3–1 additional points within 6" of the initial point and place the relevant (normally 5") smoke circles on all of those points. If you miss, the opponent picks the target point and then places a circle on the new point and D3–1 additional circles within 6" of the central point.

German StG44 Assault Rifle

VEHICLES

The tank was first used to its full capability during World War II and formed an important strength of the armies of all the major combatants. Tanks are fast moving, heavily armed and almost impervious to regular infantry arms. As well as these powerful fighting machines all manner of vehicles were employed during the fighting, including trucks, jeeps and armoured carriers.

This section deals with a different type of unit – vehicles – including jeeps, trucks, armoured cars, assault guns, and tanks. Before looking at the role of vehicles in depth, we shall briefly discuss how the various rules already given differ in respect to vehicles. In all other respects the rules for vehicles and infantry are the same.



British Crusader Cruiser Tank Mk II

VEHICLE DESCRIPTIONS

Different vehicles have different damage ratings, carry different kinds of weapons and may have specific abilities relating to the kind of vehicle – for example, trucks and armoured carriers can transport troops, tractors and some other vehicles can tow guns, and so on. These specific details are covered by the vehicle descriptions given in the Army Lists either in this book, or in the various *Bolt Action* supplements describing each army in depth and including information on many more vehicles.

VEHICLE UNITS

Vehicle units always consist of a single model: a tank, a half-track carrier, a truck, a jeep, and so on. All vehicle units have crew sufficient to operate them, although it is reasonable to simply assume these are present where necessary. We do not take separate account of the crew: once their vehicle is destroyed they are considered to be out of action as well.

VEHICLES AND MEASURING DISTANCES

Vehicle models do not normally have a base so most distances are measured to and/or from the closest point of the hull of the model itself, including when firing the vehicle's weapons. If a vehicle is mounted on a base, ignore it and follow the rules above.

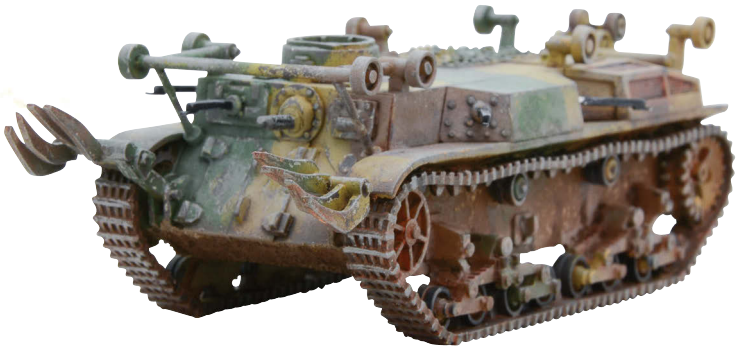
VEHICLES AND SIGHT

For general purposes what a vehicle can see is determined from the position of its crew or, in the case of a tank or similar vehicle where the crew are concealed, from the commander's cupola atop the turret, or wherever the usual vision slits or periscopes are positioned on the hull.

An Archer self-propelled gun takes aim

When shooting with vehicle-mounted armament the line of fire is worked out by sighting as closely as possible along the barrel of the weapon fired.

Although players often like to model their armoured vehicles with the commanders and other crew exposed – as this makes for a very attractive feature – we do not penalise crews that would normally be safe and secure inside their tank, armoured car, and so forth. We will assume that crews withdraw into their vehicles and close any hatches as they go into combat. So, in the case of such vehicles ignore any exposed crew models when it comes to working out what can be seen – they retreat inside their tank or other armoured vehicle.



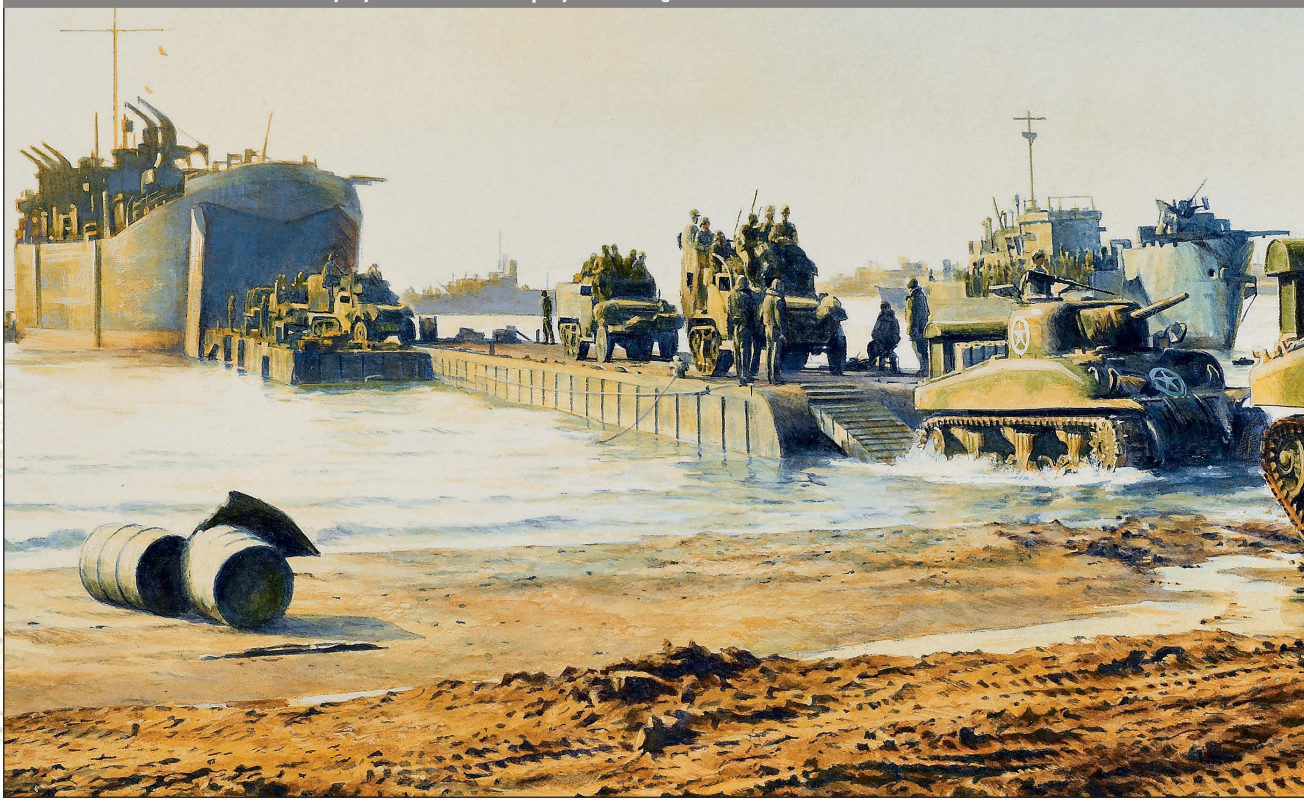
Japanese SS-Ki Engineering Vehicle

VEHICLES AND ORDERS

With the exception of the *Down* order as noted below, vehicles are given orders in the same way as infantry. Exactly how the different orders apply to vehicles is covered below, but the basic procedure is the same as already described for infantry units.

A vehicle cannot be given a *Down* order as it obviously can't 'get down' in the way that an infantryman can. A vehicle is not allowed to go *Down* as a reaction when shot at. Instead, we reserve the *Down* face of the order die to indicate a vehicle that is halted and unable to make any further action that turn for whatever reason: perhaps it has been immobilised by enemy fire, or maybe it has been brought to a temporary halt in some way. This is all that the *Down* order represents in the case of a vehicle. A vehicle that is marked with a *Down* order die does not receive any of the benefits otherwise described for infantry units that have gone down.

US forces hit the beaches of Sicily, by Steve Noon © Osprey Publishing Ltd. Taken from Command 18: Eisenhower



A pinned vehicle is treated somewhat differently to a pinned artillery or infantry unit. A pinned vehicle must still take an order test to attempt an action, but if this is failed and if the vehicle has visible enemy to its front arc it must make a reverse move if able to do so before going *Down* (front arcs are explained on page 104). This represents the vehicle reversing away from danger and then coming to a halt. If a vehicle is unable to comply because there are friends or some impassable obstruction blocking its path, or if it reaches the table edge, then it moves as far as it can and goes *Down*. If unable to move because it is immobilised it just goes *Down*. If there are no visible enemy to its front arc then the vehicle goes *Down* where it is.

If a vehicle rolls a FUBAR result and then a panic on the FUBAR chart, it simply counts as having failed its order – it makes a reverse move and goes *Down*.

VEHICLES AND PINNING

Fully enclosed armoured vehicles, such as most armoured cars and tanks, cannot be pinned by hits from small-arms. The effects of heavy weapons hits on fully enclosed armoured vehicles depend on the quality of the vehicle's crew – untrained crew being spooked by anything that engaged their tank, while more experienced men learnt how to distinguish impacts from different weapons and would react accordingly.

INEXPERIENCED VEHICLES

Fully enclosed inexperienced vehicles receive a pin marker every time they are hit by an enemy unit firing a heavy weapon (or any other attack that has a Pen value of at least +1), regardless of whether the hit can actually damage the vehicle or not.

VETERAN VEHICLES

Fully enclosed veteran vehicles are only pinned by hits that are powerful enough to damage them. Therefore, if you score a hit with a Pen value of at least +1 against a veteran vehicle, work out whether the hit can actually damage the target or not (after adding all relevant modifiers). If it cannot, then it bounces off its armour, causing no pinning whatsoever. If your shot can actually damage the target, then place a pinning marker on it and proceed to roll to damage it as normal.

In other words, if you roll to damage a veteran vehicle, but fail to equal or beat its armour, at least you get the consolation of placing a pin marker on it!

Example: Your Stuart tank scores a hit with its light anti-tank gun against the front of an enemy veteran Tiger I (damage value 10+). You work out the roll to damage – the Pen value of your gun is +4, but the shot is at long range, so the Pen suffers a -1 modifier, making it +3. As the maximum result the Stuart's shot can reach is 9 (rolling a 6 and adding 3), the shot cannot even equal the Tiger's front armour – this means that no pinning marker is placed. If the shot had been in short range, or the Stuart had been shooting at the Tiger's side armour (or both!), the shot would immediately cause a pin marker and then the player would roll to see whether it managed to damage the Tiger.

Soviet BA-6 Armoured Car

Note that if a weapon/rule applies pin markers automatically, and/or does not have a known Pen value, then the pin markers are inflicted normally, even on veteran vehicles.

Example: If a veteran vehicle with damage value 10+ was the subject of an air strike, it would automatically receive the D3–1 pin markers at the start of the air strike sequence, like all units around it. However, when the type of plane and consequently the Pen value of its attacks are determined, the vehicle might be immune to the additional pin markers, if the Pen value of the attack was unable to damage it. As another example, flamethrowers have a known Pen value, so they inflict no pins on veteran vehicles they cannot damage.

REGULAR VEHICLES

Fully enclosed regular vehicles that take a hit with a Pen value of at least +1 that can actually damage them (as described above for veteran vehicles), take a pin as normal.

If a regular vehicle takes a hit with a Pen value of at least +1 that cannot damage it, it rolls a die and takes a pin only on a roll of 1-3, while on a 4+ it ignores the hit. This means it's still worth firing heavy weapons at regular enemy vehicles in the hope of pinning them.

EFFECTS OF PINNING ON VEHICLES

Pinning markers affect vehicles in the same way as infantry (reducing morale, reducing changes to score a hit, etc.). As noted above, a pinned vehicle that fails an order test must first reverse before going *Down*.

VEHICLES AND MOVEMENT

Vehicles are faster than men on foot over most types of terrain, but they are considerably less manoeuvrable. Orders of *Advance* and *Run* affect vehicles differently from infantry, and even tracked vehicles differently from wheeled ones. The differences are explained below.

INTERPENETRATION

We don't allow tanks or other vehicles to move through friends, or to be moved through by friends. Vehicles must negotiate their way around friends whether they are infantry, artillery or other vehicles. Vehicles must normally stay more than 1" from enemy units, as per the general 1" gap rule. However, a tank driven directly at a formation of enemy infantry or artillery is capable of overrunning or scattering it, as described in the assault section below.

A King Tiger deals with enemy obstacles

ADVANCE

This order represents the vehicle advancing at a cautious speed, stopping or slowing down now and then to take a shot against the enemy. This is the basic or standard movement rate for vehicles on the battlefield.

Tracked vehicles move straight forward up to 9". At any point during this move (before moving, after, or at any point between) the vehicle can make a single pivot around its centre of up to 90° to face in a different direction.

Wheeled vehicles are the same as above but it moves up to 12" and can make up to two 90° pivots at any point during its move. These two pivots can be combined in a single pivot of up to 180°.

Half-tracked vehicles move at the same speed as tracked vehicles but with the same manoeuvrability as wheeled vehicles. A half-track moves straight forward up to 9" and can make up to two 90° pivots at any point during its move. These two pivots can be combined in a single pivot of up to 180°.

RUN

Whilst vehicles cannot literally 'run' we use this order to represent a move at 'full speed'. The vehicle drives as fast as it possibly can, giving up all idea of firing.

Tracked vehicles move straight forward more than 9" and up to 18". The vehicle may not make any changes of direction.

Wheeled vehicles is the same as above but it moves more than 12" and up to 24", and can make a single 90° pivot at any point during its move.

Half-tracked vehicles move at the same speed as tracked vehicles but with the same manoeuvrability as wheeled vehicles. A half-track moves straight forward more than 9" and up to 18" and can make a single 90° pivot at any point during its move.

REVERSE MOVES

A vehicle can reverse straight backwards only at up to half its standard *Advance* rate unless it is a recce vehicle (see page 118).

TERRAIN

The effect of terrain on movement, including vehicles, has already been described on page 45, but for ease of reference, the terrain chart is repeated below. Note that half-tracked vehicles use the tracked vehicles column.

Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*
Obstacle	No *Run*	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
No *Run* – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on page 120.
x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

VEHICLE-MOUNTED WEAPONS

Most vehicles carry some sort of armament even if it is only a single machine gun. Tanks and other armoured fighting vehicles often have a main weapon mounted in a turret and additional machine guns as well. On the whole, weapons mounted in vehicles are treated in the same way as already described in the shooting section, with the following exceptions and additions.

Diagram 15: Vehicle Fire Arcs

FIXED AND TEAM WEAPONS

We assume that vehicles have sufficient crew to employ whatever weapons they carry. The special rules that apply to infantry operated team weapons and artillery are ignored. The special rules that apply to infantry-operated fixed weapons are also ignored when firing vehicle-mounted weapons (see page 66). The following rules apply to vehicle-mounted weapons instead.

VEHICLE FACING AND FIRE ARCS

Weapons mounted on a vehicle are likely to have only a restricted field of fire. All weapons mounted on a vehicle will be able to fire in certain specific arcs, as described in the vehicle's entry in the appropriate force list.

To determine these fields of fire, you will need to imagine lines bisecting the corners of your vehicle to create four 90° arcs, as shown Diagram 15.

As you can see we divide a vehicle's potential of fire into four: the front, the rear, and the two side arcs (left and right).

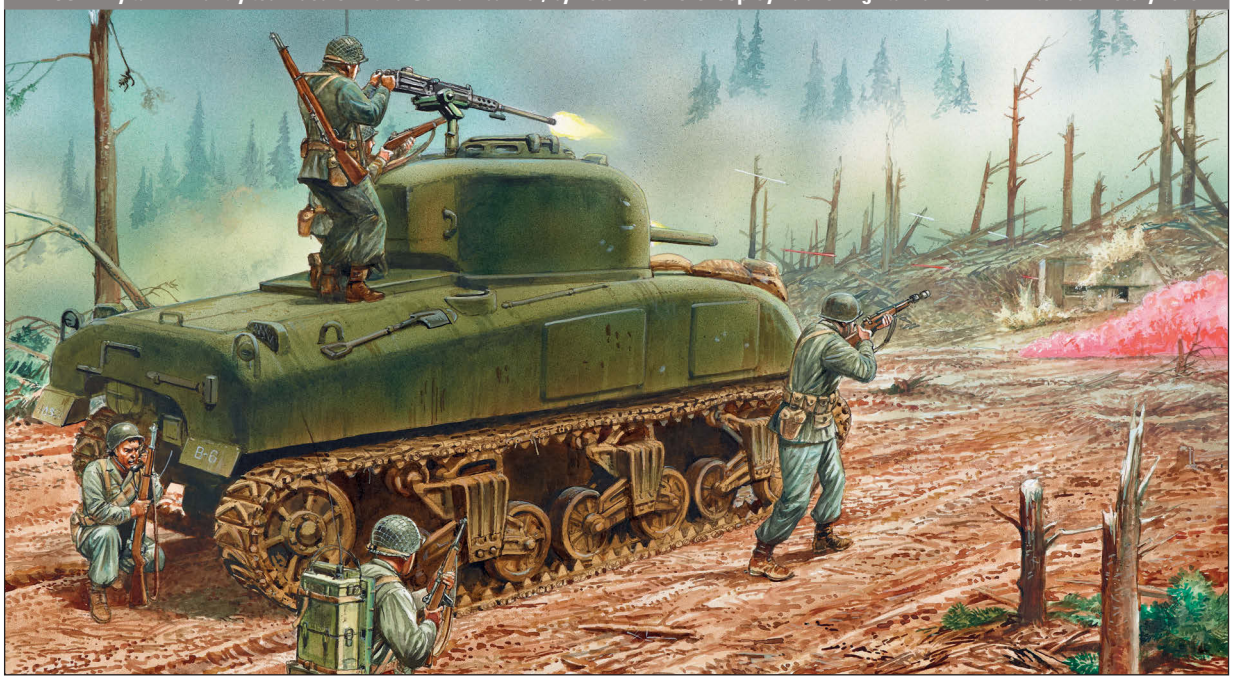
Casement- or hull-mounted weapons. The vehicle description indicates the arcs covered by any hull-mounted weapons the vehicle has. Vehicles that have guns mounted directly to the hull or a casement built on top of the hull will normally have a forward facing fire arc, for example the main gun on a Jagdpanther or Jagdtiger, or the machine gun mounted onto the front glacis of most tanks such as the Sherman, Panzer IV, Panther and so on.

Turret-mounted weapons. Weapons mounted on turrets can usually fire all around (i.e. into any arc). Some turret-mounted weapons have restricted arcs because of the design or position of the turret, and these cases are indicated in the description for the vehicle. It is not strictly necessary that model turrets are able to rotate, as many players prefer to glue turrets firmly in place to prevent accidental damage. Just take it as read that turrets are able to rotate, and be prepared to compensate for this when measuring shots and working out line of sight.

Co-axial weapons. A co-axial weapon is usually a medium machine gun mounted alongside a tank's main gun and has the same arc of fire. Co-axial machine guns were used as defence against infantry and were operated by the tank's gunner. A co-axial can be fired instead of the vehicle's main weapon, but not at the same time – the player must choose either to fire the main gun or its co-axial MMG.

Pintle-mounted weapons. Some vehicles carry one or more machine guns on a swivelling type of mount. These pintle-mounted weapons were commonly fitted to soft-skins such as jeeps and trucks, as well as to armoured carriers. They were also fitted on top of tank turrets for defence against low-level air attack; however, they were inevitably used against ground targets when the opportunity arose. Depending on where they are mounted, a pintle-mounted gun can cover anywhere from a single

A US Army tank–infantry team deals with a German bunker, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 209: Victory 1945



French AMC Schneider P16 Half-Track

arc to 360° as noted in the vehicle's description. If a pintle-mounted weapon is on a turret, it has a 360° arc of fire. Whenever a fully enclosed armoured vehicle fires a pintle-mounted weapon, against a ground target, the crew are exposing themselves to enemy small-arms fire, and thus the vehicle counts as open-topped until the end of the turn. Mark such vehicle with an appropriate token. Pintle-mounted machine guns can be fired against aircraft and therefore have the flak special rule (see page 86). Note that when firing a pintle-mounted machine gun against an aircraft, fully enclosed vehicles do not count as open-topped – all nearby ground troops are keeping their heads down because of the air strike! Note that there are a few cases of vehicles that were designed so that the crew could fire pintle-mounted weapons safely from inside the vehicle (in which case this last rule does not apply) – this will be specified in the vehicle's entry.

MULTIPLE TARGETS

When a vehicle shoots it can fire with all the weapons it carries and which it is otherwise permitted to use. Each weapon can shoot at a target that lies within its range and arc of fire. Where more than one weapon can be brought to bear in the same arc, each can shoot at the same or different targets as the player wishes.

TWO OR MORE WEAPONS ON THE SAME MOUNT

Regardless of the rule above, when the structure of the vehicle and the way the weapons are mounted make it very obvious that a weapon system is designed so that it consists of multiple weapons on the same mount, or multiple barrels, firing at a single target (such as, for example, the four HMGs of an American M16 anti-aircraft carriage, or the two MMGs in the turret of an Italian M11/39), all of those weapons must be fired against the same target. Only weapons mounted on separate mounts can split fire as described above, for example you could fire the co-axial machine gun or main gun of a Sherman against one target, the hull mounted machine gun against a separate (or the same) target, and the pintle-mounted

.50 cal on the turret against another (or the same) target.

When you fire one of these weapons, you roll a number of dice equal to the shots fired by each weapon, multiplied by the number of weapons. For example, a quad-linked HMG would fire three shots per weapon, for a total of 12 shots against the same target!

If a mount has several weapons using the HE special rule (you cannot decide that some of these weapons fire armour-piercing and some fire HE, they must all fire the same type of ammunition), roll to hit and then place a number of templates equal to the number of hits scored. A brutal example of this is the German 20mm Flakvierling, which shoots four light autocannons at the same target, for a total of eight shots. If the player chooses to fire HE, then any hit translates in a 1" template on the target unit, as described in multiple HE hits on a target.

SHOOTING AT VEHICLES

TARGET REACTION

When shooting against vehicles, proceed as already described in the shooting section. In most cases the 'target reacts' step does not apply, as vehicles are not permitted to go *Down*. However, note that vehicles that have the special recce rule are allowed to react by making an escape move before the shot is worked out as explained on page 118.

ROLL TO HIT

This has already been covered in the main rules section for shooting and works the same way, except as stated below.

When you work out whether a vehicle is in cover or not, you consider the entire vehicle, and not just the facing the firers are targeting. So, only if 50% or more of the entire vehicle you are firing at is behind cover, then the relevant cover modifier applies. For example: if my firing unit is standing directly in front of a vehicle and 100% of the vehicle's front is invisible because it's behind a house, but the unit can also see all of the vehicle's right side, the vehicle does get a cover modifier (more than 50% of the vehicle is visible). Note that in this case the shot would still count against the front armour, even though the front of the vehicle is invisible – perhaps representing a strongly angled shot at the vehicle's side armour.

In the rare cases when a unit has guns in more than one facing of the target vehicle (a unit could have a panzerfaust in the front arc and one in the side arc), then resolve each shot separately.

Also note that a vehicle that is if 50% or more within an area of dense terrain is in cover.

German Jagdpanzer 38(t) Hetzer

ROLL TO DAMAGE

This has already been covered in the main rules section for shooting and works the same way, except for what is stated below.

The damage table is repeated below for ease of reference. Note that the descriptive terms are used purely as a convenient way of defining the damage value of the vehicle. A vehicle defined in this way as a light 'tank' could equally well be a tank destroyer (such as a Hetzer), a motor gun carriage based on a light tank chassis, or even a light tank converted to use as a recce vehicle as were some turretless M5s, for example.

DAMAGE VALUE TABLE

Troops and Soft-Skinned Targets	Result Needed
Inexperienced infantry or artillery	3+
Regular infantry or artillery	4+
Veteran infantry or artillery	5+
All soft-skinned vehicles	6+
Armoured Targets	**Result Needed**
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

DAMAGE VS ARMOURED TARGETS

Because armoured targets have a damage value of 7+ or greater it is impossible for them to be damaged by small-arms fire. Hits from small-arms fire are ignored, they cannot damage the vehicle and hits do not pin. Note that open-topped armoured targets are an exception to this general rule, as described on page 118.

When shooting against armoured vehicles with a heavy weapon, the following penetration modifiers apply in addition to the weapon's own modifier as shown on the weapons charts (see page 62).

US M4A3 (76) with Sandbag Armour

Remember, these additional modifiers do not apply to small-arms fire or to fire against soft-skinned vehicles, but only to shots from heavy weapons against armoured targets. Remember also that an unmodified roll of 1 always fails to damage, regardless of modifiers.

Additional Penetration Modifier for Heavy Weapon Against Armoured Targets	
Vehicle's side or top armour	+1
Vehicle's rear armour	+2
Long range	–1

Vehicle's side armour. The sides of armoured vehicles are less thickly armoured than the front and therefore easier targets. If the shooter is positioned within the side arc of the target vehicle, the weapon's penetration value is increased by +1.

Vehicle's top armour. Some weapon strikes, most obviously those using indirect fire, always hit the thinner top armour of armoured vehicles regardless of the position of the shooter. These instances are specified within the rules where necessary. When striking a target's top armour, the weapon's penetration value is increased by +1.

Vehicle's rear armour. The rear armour of tanks and other armoured vehicles is thin compared to the front. This vulnerability is compounded by the presence of engines, fuel tanks and ammo stores – any of which can make a hit to the rear devastating. If the shooter is positioned within the rear arc of the target vehicle, the weapon's penetration value is increased by +2.

Long range. Armour piercing rounds have an optimum range beyond which they lose kinetic energy and become less effective. If the target is beyond half the maximum range of the weapon, its penetration value is reduced by –1. This rule applies to hits from heavy weapons except for hits from HE, flamethrowers, shaped charges, air strikes, and other weapons that do not rely on the kinetic energy of the shot (this will be specified in the weapon's special rules).

PINNING

Soft-skinned vehicles and open-topped vehicles of all kinds that are hit but not damaged are pinned in the same way as infantry. Place a pin marker on the target. Note that some armoured vehicles have open turrets or are otherwise open-topped, as in the case of tank destroyers such as the American M10 and British Archer, as well as self-propelled artillery such as the German Wespe and Hummel. It is best to keep these vulnerable vehicles out of range of small-arms fire where possible.

Enclosed armoured targets can only be pinned by hits from heavy weapons fire, see page 62.

HITS FROM HE SHELLS

When a vehicle is hit by an HE shell, the template is placed as close as possible to the centre of the vehicle. The vehicle itself takes a single hit, as the unit consists of a single model – roll just once to damage the vehicle using the Pen value of the shell (see page 70). Note that if the vehicle can be pinned by the Pen value of the shell, it will receive the multiple amount of pins shown for that level of HE shell, not just one, just like an infantry unit. Note that HE shots, even though they are placed in the centre of the vehicle, hit the facing of the armour they come from, as normal – it is only indirect fire weapons that hit the top armour.

If a vehicle is caught under the template of an HE shot directed at a different unit, always use the front armour value of the vehicle, as the vehicle is not hit directly by the shell, but just by some shrapnel.

DAMAGE RESULTS

Not all shots that damage a vehicle will destroy it. An anti-tank shell that penetrates the hull of a tank might wreak havoc inside and kill the entire crew, but a shot could equally result in only superficial damage to a vehicle's wheels, engine or other mechanical components. It is even possible that a shell might pass right through a target momentarily stunning or panicking its crew.

To represent this a vehicle is not immediately removed when it is damaged like an infantryman. Instead, for each hit that has scored damage, roll a D6 and consult the damage results table below to see what happens.

DAMAGE RESULTS ON VEHICLES

Die Roll	Effect
1 or less	***Crew Stunned.*** *The crew is stunned or momentarily overcome by smoke or shock.* Add one additional pin marker to the vehicle. Place a down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the vehicle has one or more turrets, also roll for turret jam.
2	***Immobilised.*** *Part of the vehicle's tracks or wheels are blown apart.* Add one additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. Place a suitable marker or token by the vehicle to show this. If the vehicle has already taken an action this turn flip the order die to Down to indicate it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle has one or more turrets, also roll for turret jam.
3	***On Fire.*** *The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a blind panic, fearing to be trapped in a burning wreck.* Add one additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle survives the test and has one or more turrets, also roll for turret jam.
4, 5 or 6	***Knocked Out.*** *The vehicle is destroyed and becomes a wreck.* Mark the vehicle in some fashion to indicate it is wrecked – a blackened cotton ball and/or an upside-down turret work quite well. Some players like to use models of wrecked vehicles instead. Either way, vehicle wrecks count as impassable terrain. If players prefer not to bother with wrecks, destroyed vehicles can be removed altogether, perhaps blown apart by an internal explosion leaving only scattered debris.

Superficial Damage (armoured vehicles only) – Roll D6–3
Full Damage – Roll D6
Massive Damage – Roll two results (see below)
Open-topped hit by indirect fire – Add +1

British M10 Wolverine Tank Destroyer

US M24 Chaffee Light Tank

Superficial damage. Against armoured vehicles only, if the die roll to damage has scored the exact minimum needed after all modifiers are taken into account, then the shot can only cause superficial damage. In this case deduct –3 from the damage result dice roll before consulting the table. For example, if the roll needed to damage a tank was 5 or more and the die came up a 5 then the shooter has caused only superficial damage and the –3 penalty is applied to the result. As you will see superficial damage cannot knock a vehicle out, but it can still cause fires or panic the crew forcing them to abandon it. Remember that the superficial damage modifier only applies to armoured vehicles. Soft-skins suffer full damage as normal every time they are damaged, even by small arms (but can suffer massive damage as described below).

Massive damage. If a weapon beats the damage value of the target by a total of 3 or greater than the minimum score required, then the player rolls twice on the damage results chart. Roll once and apply the result, then roll again and apply the second result (unless the vehicle is destroyed by the first result, of course). For example, where 9 or more is required to penetrate an enemy medium tank, any total of 12 or more would result in massive damage. The player rolls two dice and applies both results from the damage results chart.

Open-Topped Hit by Indirect Fire. Some armoured vehicles have open fighting compartments and we describe them as open-topped (see page 118). An explosive shell landing in an open-topped vehicle is more likely to damage the vehicle or kill its crew. To represent this, if an open-topped armoured vehicle is hit by indirect HE fire add +1 to the result roll. Note that shots landing on the upper surface of an armoured vehicle already add +1 to the penetration value as well (i.e. they use the top armour modifier, as described above). This means that open-topped armoured vehicles suffer a double penalty +1 both to the penetration value of the shot and +1 to the damage result dice.

Turret jam. A turret has the advantage that it can rotate to face the target, but if the vehicle suffers damage, it can become stuck in a position, sometimes with very annoying consequences. When you inflict a damage result against a vehicle with a turret and the vehicle is not destroyed, you take a turret jam test – roll a D6. On a 1–3, nothing happens, the turret remains perfectly operational. On a 4–6, the turret is jammed and for the rest of the game the turret is limited in the arc that the damage-causing hit came from – so weapons mounted on that turret will only be able to engage targets in that arc. Make a note of this or place a suitable counter to indicate it. If the damage is caused by an assault, the turret is jammed in the arc that the majority of the assaulting models have come from. If the direction of the attack cannot be determined (like a direct hit from an artillery barrage), the turret will be jammed in the direction of the closest visible enemy unit, or facing forward if no units are visible. If a vehicle with multiple turrets must take a turret jam test, first randomly determine which turret is affected and then take the test for that turret only.

Vehicle crew. Once a vehicle has been destroyed we would normally assume the crew have either fallen casualty or have escaped and abandoned the locale with all haste. However, it is possible to envisage a scenario in which we wish to know for certain whether a crewman has either escaped or been killed, and so we allow for crew to try and escape with the following rule. Regardless of whether crew escape successfully or not the vehicle unit is destroyed and the order die representing it is removed from the dice bag. When a vehicle is destroyed roll a D3 to determine how many crewmen make it out alive. Place the appropriate number of models around the wrecked vehicle. Now roll 2D6 and move the crewmen the indicated number of inches back towards their own lines, ideally towards a friendly unit or nearby cover. Move the crew as a single unit. Escaping crew can be targeted by any enemy units in the normal way. They can also be shot at by *Ambushing* troops. If any crew are still alive at the end of the turn then they escape and are removed from the battlefield. Note that crew fleeing a destroyed vehicle do not remain from turn to turn – they get the rest of the turn to try and escape whilst their enemy get the rest of the turn to try and stop them!

TANKS ASSAULTING INFANTRY AND ARTILLERY

As stated earlier, vehicles must normally stay more than 1" from enemy units, as per the general 1" gap rule. However, a tank driven directly at a formation of enemy infantry or artillery is capable of overrunning or scattering it. The sight of a rapidly approaching tank is enough to test the courage of even the most battle-hardened troops.

ASSAULT MOVE

Only tanks are allowed to make an assault move to close quarters (see page 74). Note that by 'tanks' we also mean to include assault guns, tank destroyers and other armoured vehicles of a similar kind – all of which have a damage rating of 8+ or greater. Cars, trucks and other soft-skinned vehicles, and even armoured cars and carriers with a damage rating of 7+, are not allowed to make an assault move.

To assault an enemy infantry or artillery unit, a tank must be ordered to move at full speed (i.e. *Run*) and must be able to strike the target by driving straight forward without manoeuvring. Because a *Run* order is required the tank cannot shoot and must move at least half of its maximum permitted move. Note that this move can take it beyond the target in some cases as described below.

TARGET REACTS

If the tank begins its assault move more than 6" away, the target can react by firing with any weapons capable of inflicting damage and/or pins. This is worked out in the same way as reactive shooting against infantry assaults. If the tank is not destroyed or immobilised as a result, move the tank forward until it touches the target unit. Then work out the assault as described below. Once this is done, complete the tank's remaining movement if necessary. If the tank would otherwise end its move on top of the enemy infantry it has assaulted, move the infantry models aside by whatever minimum distance is necessary to get out of the way.

If further enemy infantry or artillery units lie in the path of the tank then these are also assaulted. In such cases assaults are worked out one at a time, starting with the first unit hit, then the next, and so forth. Move the tank as far as the first unit and work out the assault. If this is successful the tank can continue its move and assault the next unit, and so on up to its full *Run* move. Any further units assaulted in this way can react with opportunity fire if the tank is more than 6" away at the point reached during the preceding assault. Where two or more enemy units lie closely together in a vehicle's path it is up to the player whose troops they are which to resolve first.

British A10 Cruiser Tank Mk II

CLOSE QUARTERS

A tank's assault is worked out differently from close quarters combat between infantry units.

As soon as the tank is moved into contact, take a morale check for the target infantry or artillery unit. If the check is failed, the assaulted unit surrenders or scatters and is considered destroyed (including units of fanatics).

If the morale check is passed, the soldiers hold their nerve and allow the behemoth to pass through their ranks. The tank makes its remaining move and may end up either within the unit's formation, beyond it, or may conceivably drive into and assault a further unit as already noted above. Where infantry models that have been assaulted would otherwise end up beneath or within 1" of a tank model they are moved aside by the minimum distance. Infantry that have been passed over must keep more than 1" from the enemy tank and must maintain their own formation where possible.

An artillery piece that is assaulted by a tank is automatically destroyed whether its morale check is passed or not, but any surviving crew may be able to re-crew other weapons within 12" as noted in the artillery rules (see page 96).

TANKS ASSAULTING OTHER VEHICLES

Although it was not unknown for tanks to literally ram enemy tanks out of desperation, such incidents were rare and certainly did not amount to anything like a viable combat strategy! However, we shall make allowance for tanks assaulting vehicles as follows.

A tank (i.e. a vehicle with a damage rating of 8+ or greater) is allowed to make an assault against a vehicle of any kind as described above for assaults against infantry and artillery. The vehicle that is being assaulted can react by shooting at the approaching enemy in the usual manner. If a tank wishes to assault another tank, rather than a soft-skin, armoured car, or similar vehicle, it must make its order test with a –3 modifier. It must make this

Bagramyan's breakthrough, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 272: Kursk 1943

order test even if it is not pinned and no order test would otherwise be required. Note that this is the same as for infantry attempting to assault an armoured vehicle, although in the case of tanks they do not fear assaulting armoured cars/carriers – see tank fear, below.

If the assaulting tank drives home its attack move the models into contact and work out the result as follows. Roll a D6 for each vehicle. If either vehicle is an armoured vehicle add its damage value (i.e 7, 8, 9, etc.).

The highest scoring vehicle is the winner. The lowest scoring vehicle is the loser. If both score equally then both are losers.

Losers are destroyed outright if they are soft-skins. If the loser is an armoured vehicle roll on the armoured vehicle damage chart to determine damage. If the loser has an armour damage value that is greater than his opponent, then roll for superficial damage only; for example, if the loser is a heavy tank and his opponent is a light tank the result is superficial damage.

Winners take no damage if they have a damage value greater than that of the loser. For example a heavy tank takes no damage if it rams a light tank and wins the assault. If winners have a damage value equal to, or lower than, the loser then they also suffer superficial damage.

Once this has been worked out, any surviving vehicles come to an immediate halt. Show this by turning each vehicle's order die to *Down* or place a *Down* order die next to it if it hasn't yet taken an action this turn. Finally, each surviving vehicle, whether making the assault or being assaulted, suffers one further pin marker in addition to any already taken either from reaction fire or from a damage result during the assault.

INFANTRY ASSAULTING VEHICLES

Infantry units can assault vehicles in some situations. Troops making an assault against a vehicle are assumed to be using hand grenades and may have access to hand-held anti-tank weapons in some cases. This works in a comparable way to other assaults with the following exceptions.

TOO FAST TO ATTACK

If a vehicle is making a *Run* action it is moving at high speed and cannot be assaulted by infantry. However, a vehicle that has made a *Run* action and subsequently been immobilised or otherwise brought to a halt that turn can be assaulted, and in these cases its order die will have already been flipped to *Down* to show this.

TANK FEAR

An infantry unit that does not have the tank hunters rule must take and pass an order test when attempting to assault any kind of fully enclosed armoured vehicle. This test is required even if the unit is not pinned and would not normally need to pass an order test to take its action. A –3 tank fear modifier is always applied when testing in this way. For example, a regular unit wishing to assault a tank will need to pass an order test at a morale value of 9–3 = 6.

Za Stalina! Soviets pour from the forest

German Ferdinand Heavy Tank Destroyer

Note that this test is not required if the vehicle is open-topped, such as a Hanomag armoured carrier, an M10 tank destroyer, or an SU-76 self-propelled gun. The test is also not required if the assaulting unit has the tank hunters rule (as tank hunters are equipped with anti-tank grenades or the equivalent).

TARGET REACTS

Vehicles can fire their weapons at infantry who begin their assault from more than 6" away and within the weapon's firing arc in the usual fashion.

CLOSE QUARTERS

Once the vehicle has made any reaction fire, and assuming the infantry have not been destroyed as a result, work out the assault as follows.

Hits against vehicles are not scored automatically. If the vehicle is immobilised, if it has been brought to a halt and therefore has a *Down* order placed next to it, or if it has yet to take an action and therefore has no order, in all these cases each attack from the infantry will score a hit on a die roll of a 4, 5 or 6. If the vehicle is making an advance action the assaulting troops must roll 6s to score hits because it is still moving at a pace that makes it difficult to attack. No modifiers apply to these to-hit rolls.

Regardless of the number of hits scored, make a single roll to damage the vehicle (using the vehicle's front armour value, regardless of where the assault comes from). Roll a D6 and add the number of hits scored to the result to determine if the vehicle is damaged; for example, a score of 7+ is required to damage an armoured carrier, so if 4 hits were inflicted a die roll of 3 or more would be needed to cause damage.

If the vehicle is a soft-skin, or if it is an open-topped armoured vehicle, then it is destroyed automatically if damage is scored.

If the vehicle is a fully enclosed armoured vehicle and it suffers damage, then roll on the damage result table as for shooting. The superficial damage result applies where the score to damage is equal to the minimum score required (i.e. the same as for shooting damage). In addition, the superficial damage result also applies if the assaulting unit otherwise carries no anti-tank weapons as indicated above.

If the vehicle survives once close quarters combat has been worked out the assault is over. The assaulting infantry must make a regroup move as described for an infantry versus infantry combat.

TRANSPORT VEHICLES

If a vehicle's primary purpose is to carry troops it is referred to as a transport. Transports include vehicles such as trucks and jeeps as well as armoured carriers. If a vehicle is a transport this will be clearly indicated as part of the vehicle's description in the Army Lists. Various extra rules apply to transports.

TRANSPORTS AND ORDERS

Transports and any unit they carry are, of course, two separate units and must be given two separate orders. The rules for issuing orders to troops aboard transports are given below.

ROLE OF TRANSPORTS

The role of transport vehicles is to carry troops, and once they have arrived in the combat zone their job is done. Some transports are equipped with fire-support weapons such as machine guns, but even so they are not assault vehicles, and their crews would not expect to find themselves face-to-face with enemy.

To represent this, all empty transports that end the turn closer to an enemy unit of any kind than to a friendly unit, aside from other empty transports, are automatically removed from the battle and count as destroyed. We assume their crews abandon them or else they are driven rapidly away from the action and do not return.

Transport vehicles have a minimal crew, so they can only fire one of the weapons they are equipped with. If they are equipped with more than one weapon, these can be fired only if the vehicle is carrying/towing a unit whose members act as weapon crew – each weapon being fired needs one man to operate it. If the vehicle has no passengers, it can fire only one of its weapons. If either the vehicle crew or the passengers are Inexperienced, or have a number of pin markers, their shots suffer the normal penalties, so first declare which weapon is operated by the crew and which by the passengers.

If a vehicle has a transport/tow capacity, but it is not included in the transport and tows section of the force list (for example, if it's in the self-propelled artillery section), both of the rules above do not apply to it. In other words:

Japanese soldiers launch a desperate defence as US tanks overrun their position

Italian AS42 Sahariana

it is not destroyed by being in proximity of enemies, and it can fire all of its weapons even without passengers. The rules for mounting/dismounting and transporting troops apply as normal.

MOUNTING A TRANSPORT

Transport vehicles can carry infantry units up to a specified maximum number of men. A single vehicle can transport any number of entire units so long as the total number of models aboard does not exceed the vehicle's carrying capacity. A unit cannot be divided between two or more transports.

Infantry units can be placed in a transport vehicle at the beginning of the game, or they can board a transport during the battle.

Infantry units are only allowed to get into a vehicle that is stationary. Troops cannot board a vehicle that has been ordered to *Advance* or *Run*. Similarly, a vehicle that is boarded during the turn cannot subsequently be ordered to *Advance* or *Run*. However, we do allow troops to board vehicles that have already moved if they have subsequently halted for whatever reason, and such vehicles will be marked with a *Down* order to show this.

To board a transport, a unit must be given a *Run* order and all of its models must move as close as possible to the vehicle. If they can all move to within 1" the unit has successfully climbed aboard. If only some can move close enough then the unit cannot board that turn. This keeps things manageable, and units unable to board immediately should be able to do so easily in the following turn assuming the vehicle does not move.

Units cannot board a vehicle with a regroup move after an assault.

UNITS ABOARD TRANSPORTS

Once a unit is aboard a transport, its models are temporarily removed from the table and put aside, taking care to make it clear which models are in the vehicle. You must still give orders to units carried in this way. If you want them to remain on the transport, order them *Down* (which has no effect) or *Rally* (which works normally). If you want the unit to dismount, order them to *Advance* or *Run*, as described later. Units carried aboard transports cannot be given *Ambush* or *Fire* orders, and are therefore unable to shoot.

British Mk VIc Light Tank

Units carried aboard a transport vehicle cannot be targeted directly by the enemy. However, any time a vehicle takes pin markers, each unit it carries takes the same amount of pin markers. When you activate the vehicle, you use the vehicle's morale modified by its own pin markers. You use the passengers' Morale, modified by their pin markers, when you activate them to order them to *Advance*/*Run* in order to dismount.

Units inside transports cannot be influenced by beneficial friendly rules either, such as the morale bonus or 'You men snap to action' ability of an officer near the vehicle.

Officers and other HQ units can potentially ride in vehicles, and as a general rule, their special abilities do not work while they are being transported.

The one exception is the officers' morale bonus, which does apply to the officer unit itself, any other units carried in the same vehicle, and the vehicle itself (including when in reserve, see page 132). The normal 6/12" range for the morale bonus does not apply if the officer is in a vehicle. He must get out of the vehicle to benefit from his 6/12" morale bonus range or indeed to use his 'You men snap to action' ability. See Officers, page 82.

DISMOUNTING FROM TRANSPORTS

Disembarking from a vehicle is easier than getting on board, and troops can do this even if the transport is moving slowly. Units can dismount from a vehicle that is either stationary or which makes an *Advance* action that turn. Troops can dismount either before or after the vehicle itself takes its action.

If a vehicle makes a *Run* action, any units it carries cannot dismount that turn except where they are forced to do so if the vehicle is assaulted, immobilised or destroyed, as noted below.

A unit dismounting from a vehicle must be ordered to *Advance* or *Run*. Make the action as normal, measuring the unit's move from the vehicle. Although a unit can use a *Run* action to dismount from a vehicle, it is not allowed to use this move to make an assault upon an enemy in the same turn, nor can it mount another transport in the same move.

If a transport vehicle is assaulted by enemy infantry, the vehicle itself can react by shooting as normal, as long as the charging unit lies within the firing arc of its weapons and starts the assault more than 6" away. If this defensive fire fails to stop the assaulting enemy, or if the vehicle does not perform defensive fire for any reason, the passengers will automatically dismount and prepare to fight, regardless of any orders already given to them or their vehicle. They may not make any other reaction to the charge. The resulting close quarter combat is fought between the assaulting unit and one unit disembarking from the vehicle. If the vehicle is transporting more than one unit, all units on board must dismount, and the largest unit will fight in the assault. If there is a tie for the largest unit, the attacker chooses which one to fight. Should the dismounting unit be destroyed, then the transport risks being destroyed at the end of the turn, as it will most likely be an empty transport that is closer to the enemy than to friends.

EFFECTS OF DAMAGE ON PASSENGERS

If a transport vehicle is immobilised by enemy fire any troops on board are immediately forced to dismount (see below).

If a transport vehicle is destroyed, each unit onboard suffers D6 hits – roll this number of hits against each unit, apply damage and remove casualties as normal. After this is resolved, any survivors are immediately forced to dismount (see below).

If a transport receives enough pin markers to rout it, any surviving units on board immediately forced to dismount, but they suffer no damage – they have been hurriedly unloaded before their transport runs for the hills. Models forced to dismount must be placed within D6" of their transport, following the rules for regrouping after a close quarters combat, and then go/remain *Down*.

Tank skirmish at Guébling, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 242: Metz 1944

TOWING GUNS

Some vehicles can tow artillery around the battlefield. The gun carriage is hooked either directly to the towing vehicle or via a limber, and the gun's crew rides in or on the vehicle. The rules for mounting/dismounting infantry units above are also used for limbering and unlimbering guns, except that while being towed, you place the gun in position at the rear of the towing vehicle. Like mounted infantry units, towed guns cannot be shot at, only the tow itself, so ignore towed artillery pieces when working out range and line of fire.

When dismounting, artillery units must be ordered to *Run*, measure the range of this 6" move from the gun model itself at the back of the transport, as per a normal *Run* move.

An artillery unit always takes all of the space available on a transport, which will therefore not be able to carry any other troops until the artillery unit unlimbers.

Some artillery pieces are too heavy or simply not made to be towed around by the kind of vehicles designed to transport infantry in battlefield conditions. The Army List entries for transport and towing vehicles specify the types of artillery that can be towed. For example, a small vehicle such as a jeep could be only able to transport a light anti-tank gun, whilst bigger vehicles are able to transport medium artillery units, and so on.

Soviet SU-152 Heavy Assault Gun

VEHICLE SPECIAL RULES

The following special rules apply to a variety of vehicles as indicated in the Army Lists and in the *Bolt Action* supplements. More specific rules for individual vehicles are included in the vehicle descriptions in the Army Lists.

German Sd.Kfz 251.9 Ausf D 7.5cm Self-Propelled Gun

AMPHIBIOUS

Amphibious vehicles are either designed to float or fitted with floatation devices that enable them to do so. An amphibious vehicle can move directly forward only over otherwise impassable deep water at half speed by means of an *Advance* action, i.e. a vehicle that would normally advance at 12" can move over water at 6". A vehicle cannot make any other action whilst moving over water, cannot reverse, cannot turn, and will ignore all rules that otherwise oblige it to reverse or go *Down*. A vehicle that is immobilised whilst in the water is sunk or abandoned and is therefore destroyed together with any occupants. Note that vehicles can shoot whilst afloat, but if equipped with floatation screens will not be able to do so with any hull-mounted weapons (as specified in the relevant *Bolt Action* supplements).

COMMAND VEHICLE

Command vehicles are equipped with two-way radios that enable them to direct squadrons of tanks, tank destroyers and other armoured vehicles into battle. The command vehicle adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice).

OPEN-TOPPED

Some armoured vehicles are open-topped – meaning they have open turrets or open fighting compartments as opposed to fully enclosed vehicles such as tanks. Typical open-topped armoured vehicles include half-tracks, most self-propelled artillery pieces, many tank destroyers and some armoured cars. Open-topped armoured vehicles are more vulnerable to HE fire than equivalent fully enclosed vehicles, and are susceptible to close quarter attack by enemy infantry tossing grenades inside an exposed cab. Rules governing open-topped armoured vehicles are included throughout the rules and are repeated here for ease of reference.

Open-topped armoured vehicles are pinned by hits from small-arms in the same way as soft-skins and infantry.

If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same was as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll to represent the effect of a shot falling into an open-topped vehicle. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not – so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result.

British Armoured SAS Jeep (NW Europe)

RECCE

Some scout cars and light armoured vehicles operated in a scouting, recon or recce role (short for reconnaissance). Recce vehicles would advance ahead of a formation to probe out the enemy's defences – as such they are super-alert to the enemy presence and prepared to avoid trouble.

When reversing, either voluntarily or because of a failed order test (with enemy in its front arc), a recce vehicle can reverse at its full *Advance* rate (i.e. 12" or 9") rather than at half rate, and can manoeuvre as if driving forward, i.e. a wheeled vehicle or half-track can make two 90° pivots or and a tracked vehicle can make a single 90° pivot.

Some recce vehicles can even reverse at their *Run* rate if they are especially small and manoeuvrable or if they have dual direction steering – as did some German armoured cars. These exceptions are indicated in the Army Lists. If they fail an order test, these vehicles will always reverse at a *Run* rate.

Recce vehicles will also spot hidden enemy at longer ranges than other vehicles – as noted in the rules for hidden units – see page 131.

'Escape' Reaction

Unlike other vehicles, recce vehicles that are shot at can react, as long as they have taken no other action that turn yet. This

is the same as described for an infantry or artillery unit reacting by going *Down* when shot at, except that before going *Down*, the recce vehicle makes an escape reaction. An escape reaction is a move at Advance or Run rate, which may be forward or reverse, as long as it results in the escaping vehicle ending out of sight of the attacking enemy, or in cover from the attack, or at least further away from the attacker than when the attack is declared. In other words, this move cannot be used to move closer to the attacker. It also cannot be used to assault enemy units if the escaping vehicle is a tank.. Once the escape move is done, mark the vehicle as *Down*, just as if the recce vehicle had failed an order test.

The enemy's shot is then resolved as normal. If the target has moved out of range or sight then the unit shoots and automatically misses. Note that if firing at a recce vehicle with HE, first determine whether the recce vehicle would be hit by the explosion and then decide to escape or not, just like a unit deciding to go *Down* when hit by HE.

When an enemy unit declares an assault against a recce vehicle that has taken no action yet that turn, the vehicle may react with an escape as described above. If the recce vehicle decides not to escape, then it can react by shooting at the assaulting unit (if allowed to do so), as normal. After the escape move is done, measure the range from the assaulting unit. If the unit is out of range, the assaulting unit must simply run towards the vehicle. If the assault succeeds, the assault is resolved as normal (assaulting infantry hits on 6, even if the reverse move was done at *Run* speed).

Recce vehicles cannot react with an escape if they are towing anything. Also, recce vehicles cannot react with an escape to an air strike or artillery barrage, as the artillery barrage does not target the vehicle directly, and the air strike does not require line of sight from the attacking plane and does not roll to hit, instead hitting automatically.

SLOW

Some heavily armoured vehicles, like early war British infantry tanks, were designed to simply keep pace with accompanying infantry. A vehicle that is designated as slow has a basic move rate of 6" when *Advancing* and 12" at a *Run*.

SLOW LOAD

Some vehicles have very powerful guns, but their loading mechanisms cannot move their huge shells fast enough to keep up a high rate of fire.

The vehicle cannot be given an order until at least one other unit on the same side has already been given orders (whether successfully or not).

If an army is left with a number of units which all have the slow load special rule, when the army receives its first order dice of the turn, put the dice back in the bag and draw again. The next dice drawn for that army can then be allocated to a model with slow load as if another unit had already been ordered.

TURRET REAR-MOUNTED MACHINE GUN

Some tanks have a machine gun mounted to specifically cover the back of their turret. When firing, first select a target for the tank main gun (or co-axial machine gun) and resolve it. Whichever arc the main gun has engaged an enemy, the rear-mounted machine gun can only shoot into the opposite arc. So, if the main gun fires forwards the rear-mounted gun must shoot behind, if the main gun fires to the right quarter the rear-mounted gun must shoot to the left quarter, and so on.

Thompson Submachine Gun

BUILDINGS

Built-up areas afford plenty of cover for infantry to shelter within and set ambushes. Buildings can become strong points in any defence, whilst even the most heavily armoured tank can fall prey to infantry using short-ranged anti-tank weapons from concealed positions.

The rules we have already described for difficult terrain (page 45) will serve to represent ruinous buildings and rubble. The following rules cover buildings that are substantially intact, as well as defensive structures such as blockhouses and pillboxes. These kinds of structures pose an interesting conundrum to the wargamer. Do we want our building models to be hollow, with roofs and floors that can be removed, so as to allow us to place models inside? Or are we going to have solid buildings that serve to set the scene, but which can only be occupied in a nominal way?

Players can agree that models cannot enter buildings at all if they prefer. Perhaps the buildings are burning as a result of preliminary shelling or bombardment. However, although practical, this is not a very satisfactory solution, as we would like to picture our soldiers shooting from windows and dashing from door to door.

ENTERING BUILDINGS

Only infantry units are permitted to enter buildings during the game. In order to enter a building, an infantry unit must be ordered to *Run*, all the models in the unit must get to within 1" of the building, and at least one model must reach an opening such as a door or window. The entire unit is then removed from the table. Note that this is comparable to the procedure for a unit mounting into a transport vehicle.

If a building has more than one floor, units will enter on the ground floor. For the sake of simplicity, we'll assume that most buildings are large enough for a single unit to occupy each floor. This would be about correct for a house, small office building, or similar structure. Floors that are occupied by enemy troops cannot be moved into except by means of an assault as described later.

Note that infantry and artillery units can be set up inside a building at the start of the game if the building is

Gurkhas storm a Burmese village

completely inside their side's set-up zone. Artillery units set up in this way will be unable to move for the duration of the game.

Units cannot normally enter a building with a regroup move.

LEAVING BUILDINGS

The rule for leaving a building is comparable to dismounting from a transport vehicle and is worked out in a similar way. The unit must be on the ground floor and must be ordered to *Advance* or *Run*. Make the move as normal, measuring the unit's move from any opening on the ground floor.

A unit is allowed to make an assault move from within a building, either against an enemy on another floor, into an adjoining building where they are connected, or by leaping out from the building and attacking enemy outside their building (including enemies in a different not-adjoining building, in a transport, etc.). An enemy who is outside a building and more than 6" away from the building itself can react by firing at the assaulting unit in the usual way, but calculates fire once the assaulting troops have left the building, i.e. without the benefit of cover. Enemies on a different floor of the same building or in an adjoining building cannot react by firing in this way – see the rules for assaulting buildings on page 126.

ORDERS TO TROOPS INSIDE BUILDINGS

Units inside buildings must be given orders in the usual way. An *Advance* order can be used to either leave the building, to move from one floor to another floor, or to move into an adjoining building and in all cases to shoot as well, as is usual for *Advance* orders.

The fight for the tobacco factory, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 257: Salerno 1943

A *Run* order can be used to either leave the building, to move up or down two floors, to move up to two adjoining buildings, or to make an assault into an adjoining floor or building. A running unit cannot also shoot – as per the usual rule. Note that some buildings have a flat roof which is accessible from inside the building, and might even have a low wall around its perimeter. Simply treat such flat roofs as the uppermost floor of the building.

LARGE BUILDINGS

Sometimes players may want to represent a larger building: a railway station, a factory or workshop, a school, town hall or other substantial public building of some kind. In these cases it is best to treat a large building as a number of roughly house-sized adjoining buildings all connected together. It is impossible to cover every kind of eventuality – but it is best that house-sized portions are no bigger than about 8" by 8", and preferably about 6" x 6", as this allows infantry to move through at a reasonable pace. These can be thought of as individual building 'sections'. If a single building section has dimensions greater than a standard infantry move, running troops are not allowed to move through two sections at once, as that would obviously enable them to move unfeasibly quickly.

The rules given here assume buildings and building sections of about house size, so when considering larger buildings bear in mind that they are treated as multiple connected buildings and not just one.

SHOOTING FROM BUILDINGS

Units inside buildings may shoot from any visible opening including windows and doors. Measure range and calculate line of sight from these openings. We assume that up to two men can fire out of any domestic-sized window or door. A unit in a building can divide its fire against different targets on different sides of a building, but all fire from each side of a building must be aimed at the same target. If a unit occupies the flat roof of a building, up to five of its models may fire from each side of the building.

If a unit of infantry or artillery begins the game already set-up inside a building, the player can declare that the unit has 'made an opening' in one side of a building floor occupied by the unit that has no other openings – mark this wall with a suitable counter. This allows two men in the unit to shoot out just like a window, but it also allows enemy small-arms fire to hit the unit through that opening.

FIXED WEAPONS

In the case of fixed weapons that have a limited arc of fire, the player must specify the opening where they are deployed; usually this will be a window or door. They will fire only out of the designated opening until the unit makes an *Advance* or *Run* action, when they can be redeployed to another opening if desired.

PLUNGING FIRE

If troops that occupy an upper floor fire against an armoured target within 12", any heavy weapons hits scored will strike the target's top armour and therefore score the extra +1 penetration bonus. Note that this doesn't apply twice to mortars or howitzers shooting indirect as they already receive this bonus.

Fallschirmjäger overrun the Veldwezelt Bridge, by Peter Dennis © Osprey Publishing Ltd. Taken from Raid 38: The Fall of Eben Emael

SHOOTING AT UNITS IN BUILDINGS

Units armed with small-arms can shoot at enemy inside buildings if they have a line of fire to any opening on the floor occupied by the target. Range is measured to visible openings (or to the wall if the unit has 'made a hole' as described above).

Apart from flamethrowers, heavy weapons don't need to see an opening to shoot, but just need to be able to draw a line of fire to any wall of the corresponding floor – big shells go through most walls.

Roll to hit the target as normal. Units inside buildings are in hard cover (–2 to hit), can react by going down in the usual way when shot at, and benefit from the extra protection rule (see below).

EXTRA PROTECTION

When targeting infantry or artillery units that are inside a building, the die roll an enemy requires to score damage for a hit is increased by +1. This means that inexperienced troops are damaged on a 4+, regulars on 5+ and veterans on 6+. This die roll is modified by the penetration value of the weapon in the usual way. This rule has no effect in close quarters or against hits from HE and flamethrowers.

HE WEAPONS AGAINST BUILDINGS

When firing a HE weapon over open sights against a building, simply choose a unit you are aiming for, regardless of whether the gun can see any openings – you are literally firing at the walls of the building itself. Range and line of sight are measured to the walls of the building's floor occupied by the target unit.

This means that when rolling to hit you ignore any to-hit penalties for cover.

US M8 HMC Scott

If you score a hit, this means the shell has managed to find – or make – an opening. The unit inside that floor of the building suffers a number of hits equal to the 'damage in buildings' value in the HE chart for that shell (D3, D6, 2D6 or 3D6). If the unit has not taken an action yet this turn, it can declare it is going down before you roll to determine how many hits are caused – in which case the hits are halved rounding up. When hit by HE, the extra protection rule given above does not apply. Even the crews of guns fitted with a gun shield are hit as if in the open – the gun shield having no effect.

In addition, if a weapon with HE value of 2D6 or greater hits a unit inside a building, the explosion might bring the entire house down about their heads. In this case, roll to determine how many hits are inflicted as usual. If the total number of hits scored (before halving if the unit goes down) is ten or more then the building is blown to rubble and all infantry and artillery units inside it are destroyed. Remove the building and replace it with a ruinous equivalent or an area of rubble and debris.

Note that if a HE shell explodes outside a building (assume it targeted a unit right outside the building) and its template clips the building, any units inside the building are not hit at all, assume that the walls absorb the shrapnel.

INDIRECT FIRE WEAPONS AGAINST BUILDINGS

When firing an indirect fire weapon against a unit in a building you just need to declare the target unit and measure the range to the building (as above for HE shells fired directly) to make sure it's not within your minimum range. If you score a hit, roll a further die. On the roll of a 4, 5 or 6 the shell explodes immediately hitting any target on the uppermost floor of the building. On the roll of 1, 2 or 3 the shell has plummeted straight through the topmost floor, so roll again to see if it explodes on the floor below. On a roll of 4, 5 or 6 the shell explodes on the floor below, and will hit any target on that floor. Once again, on a roll of 1, 2, or 3 the shell plummets down to the next level. Keep on rolling in this way until the shell explodes or reaches the ground floor, where it will explode automatically.

In any case, even if you hit an empty floor, roll for number of hits, as this might take the building down as described above.

FLAMETHROWERS AGAINST BUILDINGS

A flamethrower can only be used against troops inside buildings where there is a window, open door, or some other gap to shoot through. Flamethrowers ignore to hit modifiers for cover and are therefore very useful when used against troops within buildings.

As with HE shots, troops and gun crews derive no protection from their gun shield or the extra protection rule.

If a flamethrower is used against troops in a building then the building catches fire on D6 roll of a 4, 5 or 6 and is considered impassable from then on (all floors). Any and all surviving infantry units inside a burning building will immediately abandon it in the same way as units disembarking from a vehicle that has been immobilised or destroyed (see page 115). Artillery units inside a burning building are automatically destroyed.

AIR STRIKES AGAINST UNITS IN BUILDINGS

The following points explain how to resolve an air strike against a unit in a building:

- FAOs can call air strikes against a unit in a building as long as they have line of sight to the building itself (see HE against buildings, above).
- When the aircraft arrives, pin markers are placed around as normal, measuring ranges from the building itself.
- After pin markers have been placed, follow the procedure for indirect fire against units in buildings to determine which floor is hit. As with HE shots, troops and gun crews derive no protection from their gun shield or the extra protection rule.
- If the aircraft inflicts ten or more hits (before halving for units that are *Down*) on the target, the building collapses, as described above.

ARTILLERY BARRAGES AGAINST UNITS IN BUILDINGS

The following points explain how to resolve an artillery barrage against units in buildings:

- Place the aiming point as normal, and this can be a point on the top of any building that is visible to the FAO.
- When the barrage arrives, measure the distance between the aiming point and the building itself. If the building is in range, simply roll a die for each unit in the building as well as other units within range, including all units inside nearby buildings that are themselves within range of the artillery barrage. As normal with HE shots, troops and gun crews hit by a 'heavy howitzer' result derive no protection from their gun shield or the extra protection rule.
- Total the hits inflicted on all units in the same building by all 'heavy howitzer hit' results, and if the total is ten or more hits (before halving for units that are *Down*), the building collapses, as described above.

Belgian troops move to the front

TARGETING EMPTY BUILDINGS

Players are allowed to target an empty building with HE weapons, flamethrowers, air strikes or artillery barrages in order to attempt to destroy it or set it on fire.

ASSAULTING BUILDINGS

Infantry units outside a building can assault enemy units occupying the ground floor of a building. Measure the move to any opening on the ground floor. Resolve the assault sequence as normal, except that the assaulting models are moved into contact with the building, with at least one model in contact with an opening. The rest is exactly the same as an assault against a defensive position, with the combat fought simultaneously by both sides; see page 76. In particular, if a unit assaults a building and wins the assault, it can use its regroup move to enter the building and take the place of the unit that has been defeated.

Infantry units inside a building can assault units on a different floor immediately above or below, or on the same floor of an adjoining connected building section. This is always considered to be a surprise charge (i.e. from within 6") so no reaction shooting is allowed. Otherwise it is worked out the same way as described above.

Finnish Anti-Tank Rifle Team

TANKS ASSAULTING BUILDINGS

A heavy or super-heavy tank can attempt to drive into a wooden or brick-built building in the same way as already described for ramming other tanks. This is treated as an assault and the building has a total damage value that is established randomly when the assault is made as follows.

Wooden building	2D6
Brick building	3D6

Tanks are not allowed to attempt to assault fortifications such as pillboxes, blockhouses, tank traps, bunkers or any other structures that are equally solid or substantial. See bunkers, below. Note that the damage values given for buildings are meant to reflect fairly substantial buildings – it is not intended that a tank should be troubled by a garden shed, kennel or sentry box.

A heavy tank would therefore roll its damage value (10+) plus a D6 (D6+10) whilst a super-heavy tank would roll (11+) plus a D6 (D6+11). The opposing player rolls for the building.

If the building scores higher resolve damage against the tank as described for a vehicle ram. If the building is a wooden

shack only superficial damage can be caused. The tank model is placed in front of the building having failed to demolish it.

If building and tank score equally then resolve superficial damage against the vehicle as for a vehicle ram and the building is destroyed as described below.

If the tank scores highest the building collapses in the same way as described for an HE shell. The building is destroyed and the model representing it replaced with an area of rubble. The tank is placed within the rubble area and comes to a halt. Show this by turning the vehicle's order die to *Down*.

Finally, any tank that survives driving into a building takes a further pin marker in the same way as tanks surviving a collision.

ARTILLERY IN BUILDINGS

Artillery units cannot enter buildings during a battle, but can be placed in buildings during deployment. We assume their position has been prepared in advance. If so, the player must pick an opening for the gun to fire from. This cannot be changed during the game. An artillery unit placed in this manner cannot move and cannot therefore be ordered to *Run* or *Advance* during the game – its position and its arc of fire are both fixed.

BUNKERS

The following rules cover bunkers, pillboxes and all other reinforced buildings specifically designed to protect soldiers from enemy fire. Bunkers follow the rules given for buildings with these exceptions:

Bunkers can only be accessed through doors and not through firing slits. Similarly, models can only fire from/towards firing slits and not through doors or through solid walls (this applies to heavy weapons as well as small arms).

It's extremely difficult to hit troops inside bunkers through the narrow slits in the reinforced walls; therefore when shooting against them, the cover modifier, which normally is –2 is increased to a whopping –4. This makes flamethrowers the perfect tools against bunkers because they ignore cover modifiers (but note that they cannot set bunkers on fire).

HE weapons (at least those of the calibre we cover in our games) are not very effective against bunkers with thick reinforced concrete walls and roofs designed to be shellproof. Proceed as normal as described for HE and indirect fire weapons targeting buildings, but after placing any pinning on the unit hit as normal, do not roll to damage. Do proceed to roll for the number of hits caused anyway, as the hits may still bring down the bunker itself – bunkers are not destroyed when suffering 10 hits like normal buildings, but if a bunker suffers 12 or more hits from an HE shell, it collapses and is destroyed, alongside all units inside it.

Tanks cannot assault bunkers no matter how heavy they are!

Units in bunkers suffer the additional pinning markers from air strikes and artillery barrages as normal, but never suffer any actual damage – however, any of these attacks that inflicts 12 hits on a bunker would destroy it.

Soviet DP-28 Light Machine Gun

PLAYING A GAME OF *BOLT ACTION*

This section describes how to go about assembling forces, setting up the battlefield, choosing a scenario, deploying for battle and beginning a game.

US M3 Lee

DECIDING THE SIZE OF THE GAME

Before the battle can begin it is necessary that the players agree how big a game they are going to play. Begin by agreeing the number of requisition points available for the game. Requisition points are a measure of how powerful a force is; the more points the bigger and more powerful the army. For example, the players might agree to play a '1,000 points game' meaning that each side fields up to a maximum of 1,000 requisition points.

For practical purposes we recommend 1,000 requisition points per side for a standard sized game. Later on, the rules for different scenarios take it as read that games are being fought to this standard size. Of course, that does not mean games cannot be played with more or fewer points, only that some adjustment may be required when calculating which side has won as noted later.

ASSEMBLING THE FORCES

Each player selects models from his chosen list to make up a force for the game. Every model chosen has a requisition points value. For example a regular rifleman costs ten points, while a heavy tank typically costs several hundred points. Each player selects units from his list, adding together the cost in requisition points, up to the agreed total. Don't worry if it is not possible to spend every single point – just make sure the force's total value does not exceed the agreed value. See page 149 for more about how to choose forces from the lists.

THE GAMING TABLE

The more space you have to fight your battle the better, whether you have a dedicated tabletop for gaming, whether you press the kitchen or dining table into service, or even if you are forced to make do with the floor or patio. Ideally, the ideal gaming surface should be four feet wide and six feet long, but if you are obliged to use a smaller area don't worry. If you really have only a small space – say three feet wide or less – then we'd suggest either reducing all distances by a proportion, or deploying the opposing sides from the table edges as described for a Meeting Engagement game (see page 135). Either way, it is usual to play from the opposing long edges – each player sitting behind his own table edge facing his opponent.

PREPARING THE BATTLEFIELD

It is entirely up to the players what kind of a scene they wish to represent on the battlefield. For example, the battlefield could be a densely packed urban area, an open rural landscape, a mix of marshes and woodlands, or a rolling sand desert bereft of cover. On the whole a better game will be had where there is a good quantity of terrain on the table, with hedgerows, wreckage or trenches for troops to shelter behind; hills and escarpments to conceal the movement of vehicles; and woodlands, houses, or tumbled ruins where troops can lie in ambush. If you don't have much terrain to block line of sight and reduce movement, the poor old infantry will find themselves cut down by long-ranged weapons and rapidly moving tanks. Of course, if the tabletop is very crowded it may become virtually impassable for armoured vehicles. Clearly a good mix is what is needed. We would suggest the battlefield includes at least four sizeable terrain pieces such as buildings, thick woods or a rocky escarpment, large enough to block line of sight over most of the table. In addition, we recommend the battlefield includes other, lower terrain features to provide plenty of cover for infantry, for example hedges, dry-stone walls, sparse woodland and individual trees, craters, areas of rubble, wreckage and similar rough ground.

When the players set up the scene of battle it is important to try and make sure no great advantage is conferred to either side. Many will take their inspiration from actual battle sites, or perhaps from war movies or TV, when recreating scenes and landscapes on the tabletop.

The Polish Black Brigade attack from the treeline

SCENARIOS

Once the players have prepared their armies and set up the terrain, the next thing to do is decide what kind of battle is to be fought. This is the story behind the battle, the events that have brought our opposing forces into conflict. Perhaps one side is trying to break out from a pincer movement that threatens to cut off and surround it, maybe one side is attempting a reconnaissance in force to expose enemy positions, and maybe both sides are racing towards some common objective that they will fight over. This back-story to the game is the scenario, and players are at liberty to invent scenarios for themselves, or to adapt historical encounters, or to use any of the scenarios described below.

Our scenarios are divided into two main categories: Battle scenarios and Attacker–Defender scenarios.

The Battle scenarios have been worked out to provide a fair challenge to both sides, as both sides have the same set-up and are trying to achieve the same victory conditions. The Attacker–Defender scenarios provide more variety and are not as balanced as the Battle scenarios, as the players might have different set-up and/or victory conditions – if you want a balanced outcome out of these scenarios, you can play them twice, with the players swapping around the roles of attacker and defender. Then you can see which player does better overall in the two games.

Players can simply agree to play any one of the twelve scenarios, or roll a die at the start of the game and consult one of the charts below. Or you can roll a die, and on a 3 or less you roll on the Battle scenarios chart, while on a 4 or more, you roll on the Attacker–Defender chart.

BATTLE SCENARIOS

D6 Roll	Scenario
1	Scenario 1 – No Man's Land
2	Scenario 2 – Meeting Engagement
3	Scenario 3 – Key Positions
4	Scenario 4 – Double Envelopment
5	Scenario 5 – Top Secret
6	Scenario 6 – Demolition

ATTACKER-DEFENDER SCENARIOS

D6 Roll	Scenario
1	Scenario 7 – Envelopment
2	Scenario 8 – Manhunt
3	Scenario 9 – Point Defence
4	Scenario 10 – Hold Until Relieved
5	Scenario 11 – Surrounded!
6	Scenario 12 – Sectors

SCENARIO SPECIAL RULES

The following rules are common to all or most of the scenarios and are gathered together here to save repeating them throughout the scenario descriptions.

HIDDEN SET-UP

Where indicated in the scenario, units can be hidden at the start of the game. These units must be deployed in such a way that they are either entirely in cover to all enemies that can see them, or else out of sight of enemy altogether. If no enemy begin the game on the table, then all of your units can begin the game hidden. Hidden units are still placed on the table in the usual way, and must be marked in some fashion to show that they are hidden – any distinct token or marker will do.

Enemy are still allowed to target hidden units where they normally could do so, but, because shooters cannot be certain where the enemy are, the chances of scoring a hit are very much reduced. If a unit is hidden then any cover penalties that would normally apply when it is shot at are increased to –4 for soft cover and –5 for hard cover. If shot at by indirect fire, a 6+ is required to hit even where shooter and target remain stationary from turn to turn. In addition, hidden units can never be chosen as targets for air strikes or artillery barrages from forward observers. They can still be struck by a preparatory bombardment as noted below and derive no benefit from being hidden in this case.

Hidden units remain hidden until one of the following happens:

- The hidden unit is ordered to *Fire, Advance* or *Run*.
- An enemy unit scores a hit on the hidden unit (other than preparatory bombardment).
- An enemy infantry or artillery unit moves to (or is set up) within 12".
- An enemy recce vehicle moves to (or is set up) within 12".
- Any other enemy vehicle moves to within 6".

Hiding During a Game

We do not normally allow troops to hide during the course of a game, but if players agree troops can be allowed to go hidden during a game if they would otherwise qualify as outlined above and are given a *Down* order. Because this can slow down the game and makes some scenarios harder for one side to win we present it as an optional rule for experienced players rather than as a general rule of play.

SETTING UP OBSERVERS AND SNIPERS

Unless players wish to agree otherwise, spotters, forward air observers, forward artillery observers, and snipers can be set up anywhere within the player's own half of the table at the start of the game, so long as they are more than 12" from any enemy unit that is already deployed including enemy spotters, observers and snipers.

In an Attacker–Defender scenario the defender sets up his spotters, observers and snipers first. Otherwise the players alternate setting up one unit at a time – roll a die to determine which side places first. Any observer and sniper units can also be set up hidden as noted above.

If a spotter/observer/sniper/ranger etc. unit is in reserve, they cannot use their special set-up rules. If, on the other hand, they are chosen as one of the units you set-up on the table, or they are in the first wave, then their own special set-up rules take precedence. In this case, wait for the normal set up to be finished, and then set up any spotters/observers/snipers according to their special rules before the start of turn 1. Note that if you don't have a specific set-up zone, or a specific 'half of the table', they can be deployed anywhere on the table that is outside the enemy set-up zone and more than 12" from any enemy.

If a unit that has a spotter is left in reserve, the first time you give the unit a successful Run or Advance order to enter the table, the order applies to both the spotter and the unit itself, so they can both enter the table (at different points if you wish). After this, the spotter will follow its normal rules (see page 71).

If a spotter/observer/sniper etc. unit has a transport vehicle, this must be left in reserve (including in scenarios that do not allow reserves) and cannot transport other units while in reserve. It is assumed that it has deployed the spotter/observer/sniper earlier on and has moved back to a safer position.

PREPARATORY/PRELIMINARY BOMBARDMENT

When about to attack enemy defensive positions, it makes sense to 'soften them up' first with a bombardment from heavy artillery, rocket batteries or bombers. Such a bombardment often caused relatively few casualties to well dug-in troops, but it certainly encouraged the enemy to keep their heads down, unnerving them and sapping their fighting spirit.

The scenario played specifies when a preparatory bombardment is allowed. To see how effective the bombardment is, roll a die for each unit in the enemy set-up zone at the start of the game and consult the chart below. Targets that are in bunkers or comparable fortifications deduct –1 from the die roll, and cannot therefore score worse than a 5 or suffer more than 2 pin markers. However, note that hidden units derive no benefit from being hidden when working out preparatory bombardments.

PREPARATORY BOMBARDMENTS	
D6 Roll	**Effect**
1	**That's miles away!** No effect
2 or 3	**That was close!** The unit takes 1 pin marker
4 or 5	**I can't take it any more!** The unit takes 2 pin markers
6	**Incoming!** The unit takes 2 pin markers and 1 automatic hit with a +3 penetration value. This counts as indirect fire, always striking the top armour of armoured vehicles. If a two-man team takes a casualty, it must immediately take a morale check as normal.

RESERVES

Reserves are troops that are neither deployed onto the table at the start of the game nor held back to form a first wave. Reserve units cannot do anything in the first turn of the battle (except during the Top Secret scenario as noted).

Even though reserves cannot do anything in the first turn, they must still be given orders, as their order dice will be included in the dice bag. The only order they can be given in turn 1 is *Down* to show that the reserves are awaiting a command. Even vehicles are given a down order when in reserve, indicating that they are immobile that turn.

From turn 2 onwards (turn 1 in the Top Secret scenario) any units in reserve can be ordered on to the table with an *Advance* or *Run* order. Note that troops are not allowed to make an assault when they enter the table at a run – troops are only allowed to make an assault if they are already on the table at the start of their move. A player is not obliged to move troops from reserve: a unit can be left in reserve by giving it a *Down* order.

When units move from reserve onto the table they always require an order check with a –1 penalty. So, a veteran unit with morale of 10 will require a 2D6 roll of 9 or less to pass its order check and move on to the table. Because an order test is required to move from reserve it is not completely certain when these units will arrive. If a unit fails to enter the battle before the end of the game it counts as destroyed – missing in action.

Note that units cannot exit the table (in scenarios that allow this, like Envelopment) during the same turn in which they arrive from reserve.

Infantry or artillery units that are in reserve can be mounted in transport vehicles or tows. The player should indicate this is the case during set-up.

Outflanking Manoeuvre

A player can send any of his reserves on an outflanking manoeuvre either to his left or right. During set-up the player must indicate to his opponent any reserve units that are attempting an outflanking manoeuvre. The player secretly writes down which of his outflanking units is going left and which is going right. He can send all of his units one way or the other, or he can divide them if preferred, it is entirely up to the player. The player must reveal his written instructions only when the first outflanking force arrives on the table. Meanwhile, the other player will be aware that the enemy is moving round his flanks, but cannot be certain where they have been directed.

Units attempting an outflanking manoeuvre must be given *Down* orders on turns 1 and 2. These units are, of course, manoeuvring beyond the confines of the tabletop, and the *Down* order merely serves to indicate they are as yet unable to enter the battlefield.

From turn 3 onwards, outflanking units can be ordered onto the tabletop with an *Advance* or *Run* order in the same way as other reserves. An order test with a –1 penalty will be required as already described. Units outflanking on the left hand side can enter from the left hand table edge, those entering from the right hand side can enter from the right hand table edge. If moving onto the table in turn 3, outflanking units can enter along a side edge but not more than 24" from the player's own edge. So, if the tabletop is four feet wide they will be able to enter up to half way across. If entering in a subsequent turn, add a further 12" per additional turn, so up to 36" from the player's edge in turn 4, 48" in turn 5, and so on for battlefields of greater width.

CALCULATING VICTORY BY ATTRITION

The system described for working out which side has won is practical to apply and serves perfectly well for most kinds of game. However, there will be occasions when players want to calculate scores in a more precise manner. Attrition allow us to calculate a player's exact score and will prove useful where games are played as part of a tournament or formal competition.

Instead of being worth only 1 or 2 points irrespective of their requisition points value, in the attrition system units have a value equal to the number of victory points specified by the scenario multiplied by their requisition points value. For more about requisition points, see page 129.

For example, if a unit leaves the battlefield from the enemy table edge in an Envelopment scenario it is worth

Glider troops land in Normandy, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 200: World War II Glider Assault Tactics

3 victory points. If such a unit cost 100 requisition points, it would be worth (3x100) = 300 attrition. If the same unit were destroyed in a Maximum Attrition scenario, it would be worth 1 victory point and therefore (1x100) = 100 attrition.

In a game where victory is determined by taking or holding objectives, first work out which side has won, drawn or lost the scenario as described. The attrition value of a destroyed enemy unit equals its requisition points multiplied by two in the case of the winning side. Losers and drawing sides just score the requisition points. If the scenario is lost, the maximum attrition value that can be scored is 10 less than that of the winner. For example, if the winner scores 460 attrition the loser's total score is capped at 450.

For example, in a demolition scenario the side that destroys the enemy base whilst preserving its own base intact is the winner – in this case the winner scores attrition equal to the requisition value of enemy units destroyed multiplied by two. An enemy unit with a requisition value of 75 points would therefore be worth (2x75) = 150 attrition.

Regardless of how attrition is calculated, to win an outright victory one side must score at least 200 attrition more than the enemy. If neither sides scores at least 200 attrition more than the other the result is not decisive and the battle is a draw even though one side may have scored more attrition than the other.

This value for outright victory assumes you are playing with standard forces of 1,000 requisition points as noted earlier. If you play with considerably larger or smaller forces, it is a good idea to increase or decrease this value in proportion with the size of the forces – keeping the attrition required for outright victory at 20 per cent of the forces' requisition value.

GATHERING INTELLIGENCE

Once the scenario has been decided or rolled for, but before set-up begins (including choosing the side of the table or whether to be the attacker or defender), players can choose to reveal their forces to the opponent or keep it secret until the beginning of turn 1.

If you choose to keep the forces secret, your commanders

French Army HQ

just know there is an enemy force in the vicinity, but are not sure of its composition – all you and your opponent are going to know (unless you already played before and know each other's army) is what army the enemy is using – Americans, Russians, Japanese, and so on.

If you instead assume that the commanders have received detailed information about the enemy forces, you both show each other your force and/or its list before commencing set-up.

Both solutions are fine and present different challenges and mechanics, and if you cannot agree which way to do this, roll a die and let fate decide.

BUILDINGS AND SCENARIOS

Buildings and Set-Up

Units can be set up inside any floor of a building, as long as the building (or section of the building your unit would deploy in) is completely inside your set-up area. Snipers, spotters and observers can do the same as long as the building is completely within your half of the table and the building is more than 12" from enemy units or other buildings occupied by enemy units.

Buildings as Objectives

When you pick an objective for the scenario being played, you can also choose a building as the objective. In that case, mark the building as an objective placing an objective marker on top of it – the objective will be the ground floor of the building. Units can control this objective by occupying the ground floor, rather than being within 3".

If the building is destroyed, place an objective marker in the centre of the rubble area. If the building is set on fire, units must be in base contact with the building to control the objective.

BATTLE SCENARIOS

SCENARIO 1: NO MAN'S LAND

The two armies have been facing each other off for days now. But today, at the first light of dawn, the time has come to break the impasse – the battle soon escalates as both sides try to crush the enemy.

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132) – this can be up to half of the units in his army, rounding down. The other player then does the same.Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131). Continue to do this until all units that are not in reserve have been set-up.

OBJECTIVE

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

PREPARATORY BOMBARDMENT

Both players roll a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins. During turn 1 visibility is limited to 24". Alternatively, players may agree to use the Reduced Visibility rules for Dawn Assault games (see page 219).

GAME DURATION

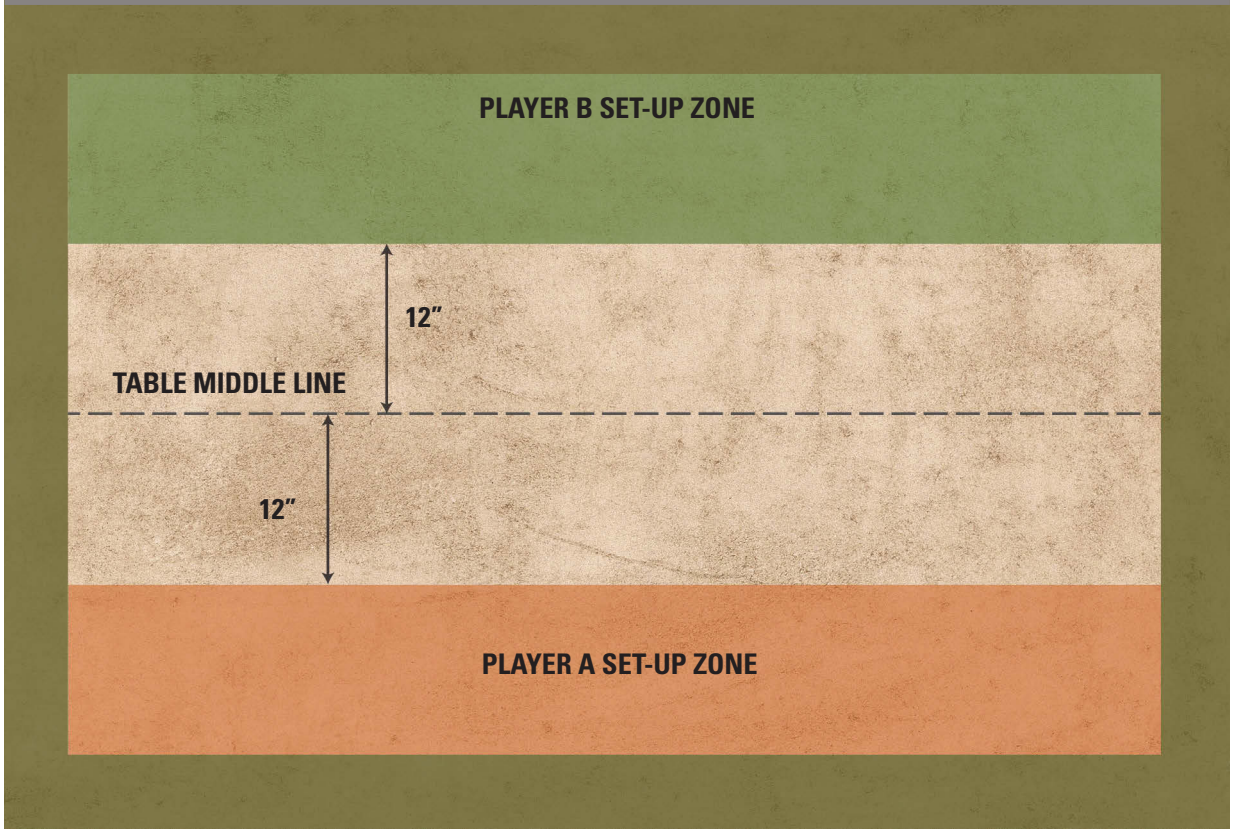
Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.

Scenario 1: No Man's Land



SCENARIO 2: MEETING ENGAGEMENT

Your orders are brutally simple – locate and engage the enemy forces, and inflict maximum damage.

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132) – this can be up to half of the units in his army, rounding down. The other player then does the same. No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

OBJECTIVE

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

FIRST TURN

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.

British paratroopers supported by a Tetrarch light tank

SCENARIO 3: KEY POSITIONS

The battlefield includes a series of positions that are strategically vital for the continuation of the campaign and must be seized at all costs.

SET-UP

Either player rolls a D3+2 – this is the number of objectives used in this game. Then both players roll a die. The highest scorer places one objective anywhere on the table. Then the opponent places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other. These objectives could be tactically important positions such as a building or hilltop, or supplies such as an ammo dump or fuel reserve, or maybe a command post, a vehicle repair shop, or an emplacement for long-range artillery or rocket launchers. Objectives can be simple markers or tokens if the players prefer, or can be represented by scenic pieces along the lines described. The important thing is that both players clearly identify the objectives before the battle begins.

Once the objectives have been placed, both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132) – this can be up to half of the units in his army, rounding down. The other player then does the same.No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

OBJECTIVE

The players must try to capture as many objectives as possible.

FIRST TURN

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game if you hold more objectives than your opponent you win, otherwise the game is a draw.

To hold an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.

Japanese Type 92 70mm Infantry Gun

SCENARIO 4: DOUBLE ENVELOPMENT

Seizing terrain fast is key to strategic victory.

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units are being left in reserve (see page 132) – this **must** be half of the units in his army, rounding down. The other player then does the same.Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131). Continue to do this until all units that are not in reserve have been set-up. Reserves are not allowed to outflank in this scenario.

OBJECTIVE

Both players must try to move as many of their units into the opponent's set-up zone or even off the opposing side's table edge. Note that in this scenario, units are allowed to deliberately move off the table from the opponent's table edge to reach their objective – to do so, they only need to move into contact with the opponent's table edge.

FIRST TURN

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

GAME DURATION

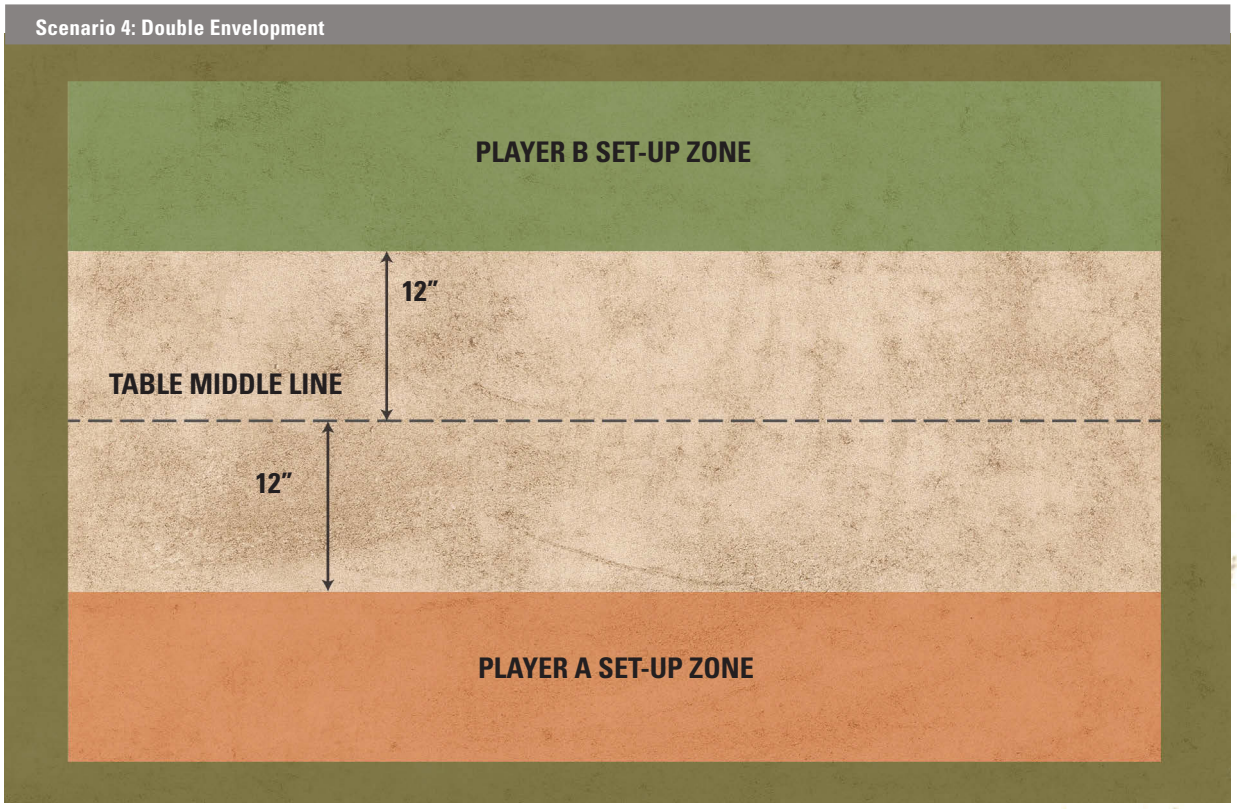
Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. If there is a turn 7, roll a die at the end of the turn. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

You score 1 victory point for every enemy unit destroyed. You also score 2 victory points for each of your own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of your own units that has moved off the enemy table edge before the end of the game.

Scenario 4: Double Envelopment



SCENARIO 5: TOP SECRET

Enemy aircraft have shot down one of our light transport aircraft. Your men must locate the crash site and retrieve the briefcase of the high-ranking staff officer who was on board. This briefcase contains secret documents and it is imperative that you get to it before the enemy. Whatever happens, these documents must not fall into enemy hands.

SET-UP

First set up the objective marker in the centre of the table. This could be a wrecked light aircraft or perhaps a fallen parachute, or any suitable officer model or simply a marker or token if preferred. You can place the objective up to 12" to the left or right of the exact centre of the table, but make sure that it is equidistant from the opposing players' table edge.

Both players roll a die. The highest scorer picks a side of the table.

No units are set up on the table at the start of the game. All units on both sides are left in reserve (see page 132).

OBJECTIVE

Both sides must seize the objective marker and carry it off their own edge of the table. See below for rules about transporting the objective marker.

FIRST TURN

During turn 1, you can attempt to bring in your reserves as if it was turn 2 as described in the rules for reserves. Play then continues as normal.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

The side that carries the objective marker off the table before the end of the game wins. Otherwise the result is a draw.

To seize the marker, an infantry unit must advance or run and end its move with one model touching the objective. From the following turn, that model will carry the marker as its unit moves. If the model carrying the marker ends its move to within 1" of a model belonging to a friendly infantry unit (or indeed a friendly infantry unit ends its move so that one of its models is within 1" of the model carrying the marker), the marker can immediately be handed over from one model to the other. This handing over of the objective marker can be done only once per turn, to stop an unrealistic 'chain effect'.

If the model carrying the marker is killed, the marker can be transferred to any other model in the unit. If the entire unit is killed/removed from play, the marker is left on the ground for someone else to pick up later.

If the unit carrying the marker is destroyed in an assault, the enemy unit that destroyed it can immediately claim the marker and place it next to one of their models before they make their regroup move.

German Sd.Kfz 234/2 Puma Armoured Car

SCENARIO 6: DEMOLITION

Our scout planes have pinpointed the enemy HQ. Your objective is to reach the enemy position and destroy it. Strong enemy resistance is to be expected, so you must attack in force, but do leave a portion of your force behind in order to defend our own artillery emplacements.

SET-UP

Both players roll a die. The highest scorer picks a side of the table and places his base in his set-up zone, up to 20" away from the table middle line (see map). The other player then places his base in his set up zone in the same way.

These 'bases' should be represented by a model command post (tent, dug-out, command vehicle etc.) or similar element (e.g. building, fuel dump, radio mast etc.), or even just a token – the important thing is that both players clearly identify their bases at the start of the game.

The highest scorer then declares which of his units (if any) are being left in reserve (see page 132) – this can be up to half of the units in his army, rounding down. The other player then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and that player must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131). Continue to do this until all units that are not in reserve have been set-up.

OBJECTIVE

Both sides must destroy the enemy base. A base is destroyed if, at the end of any turn, any enemy unit is touching the base. Empty transports cannot be used to destroy a base although a transport vehicle carrying troops can.

FIRST TURN

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

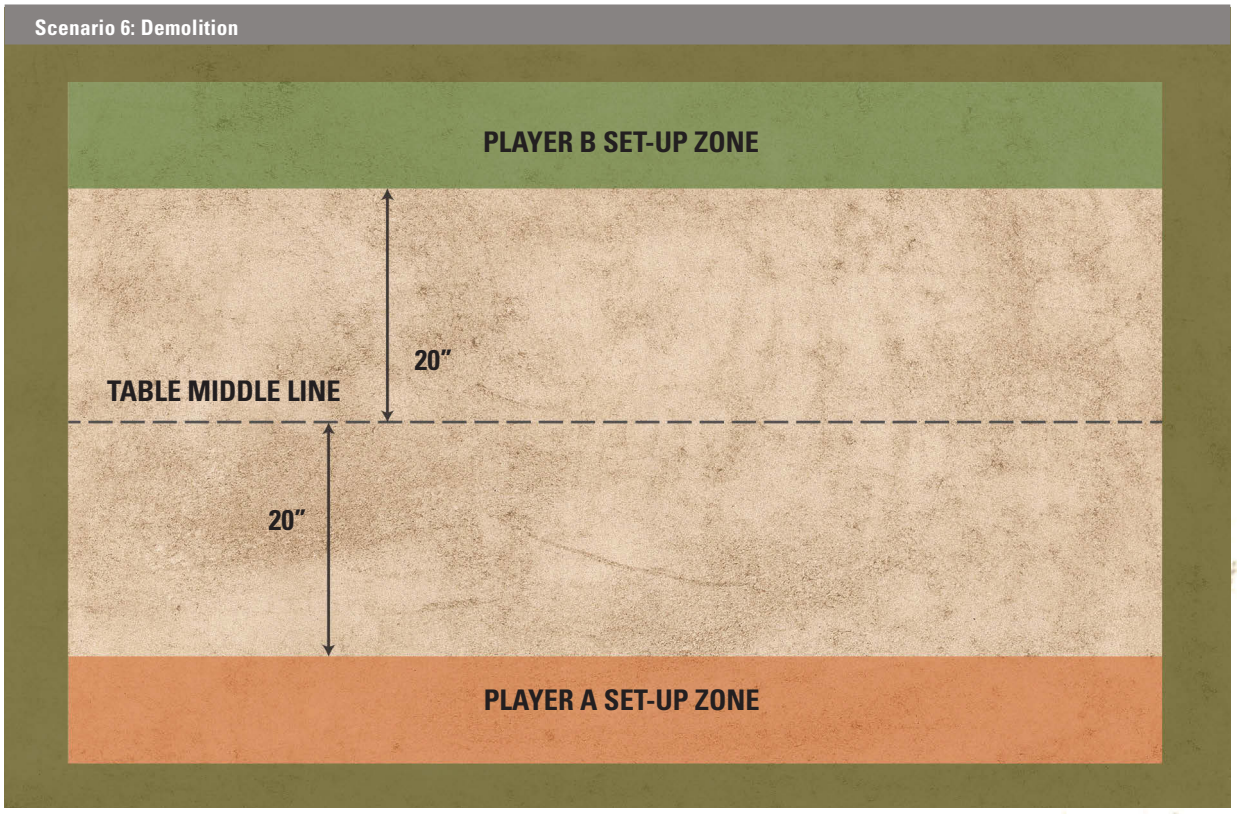
GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn. However, if a player destroys the enemy base, the game will end at the end of that turn – so you have only to the end of the turn to try to destroy the enemy base or you will lose the game!

VICTORY!

If at the end of any turn one player has destroyed his opponent's base while his own still stands then that player is the winner. Otherwise the game is a draw.

Scenario 6: Demolition



ATTACKER–DEFENDER SCENARIOS

SCENARIO 7: ENVELOPMENT

An enemy pocket of resistance is to be engaged and pinned in place by a portion of your force, while the rest will make their way around the enemy position to surround them and isolate them from their supply chain.

SET-UP

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

The defender picks a side of the table and sets up at least half of his units in his set-up area (see map). These units may use the hidden set-up rules (see page 131). Units that are not set up to start with are left in reserve (see page 132).

The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Reserves are not allowed to outflank in this scenario.

OBJECTIVE

The attacker must try to move as many of his units as he can into the defender's set-up zone or off the opposing side's table edge. The defender must try and stop him. Note that in this scenario, attacking units are allowed to deliberately move off the table from the defender's table edge to reach their objective.

PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins. During turn 1, the attacker must move his entire first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

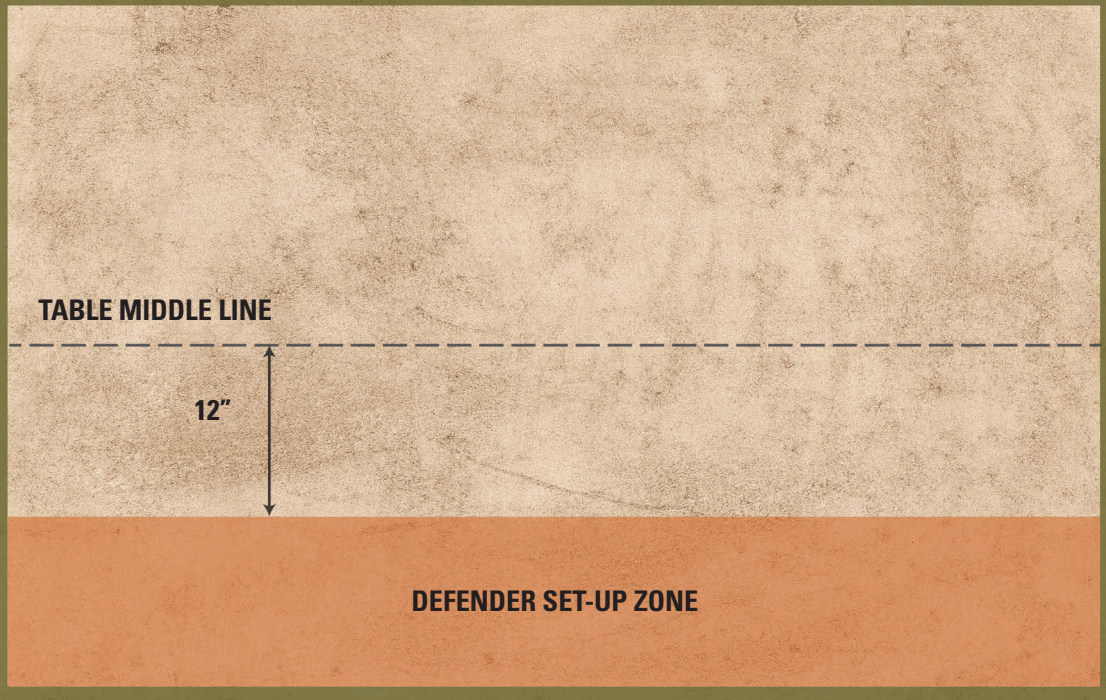
At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The attacker scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.

The defender scores 2 victory points for every enemy unit destroyed.

The Brescia Division charges the Gazala Line, by Steve Noon © Osprey Publishing Ltd.
Taken from Warrior 169: Italian Soldier in North Africa 1941–43

Scenario 7: Envelopment



SCENARIO 8: MANHUNT

In order to gather information about the enemy forces in the area, your platoon has been ordered to capture an enemy officer for interrogation. If this cannot be achieved, the officer must be eliminated.

SET-UP

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

The defender picks a side of the table and sets up half of his units, rounding down, within 12" of the centre of the table (see map). These units can use the hidden set-up rules (see page 131). All other units are left in reserve (see page 132). Note that the target officer (see below) **must** be part of the units that are deployed, and that all vehicles **must** be left in reserve, if possible.

The attacker's units are not set up on the table at the start of the game. The attacker must nominate half of his units, rounding up, to form his first wave. All other units are left in reserve.

OBJECTIVE

The attacker is trying to capture the highest-ranking officer in the enemy army. If there are two or more officers of the same rank in the army, the most expensive of these teams is the one the attacker is after. If they cost the same, the players need to agree before the game which one to target, or simply roll a die for it if they cannot agree. Note that the defender must always set-up this officer on the table and cannot leave it in reserve.

In order to capture the officer, an infantry unit must assault the officer's unit in close quarters and destroy it.

PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned. Note that if you roll a 6 for the bombardment on the target officer's unit, that counts as a 5 instead.

FIRST TURN

The battle begins. During turn 1 the attacker must bring his first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

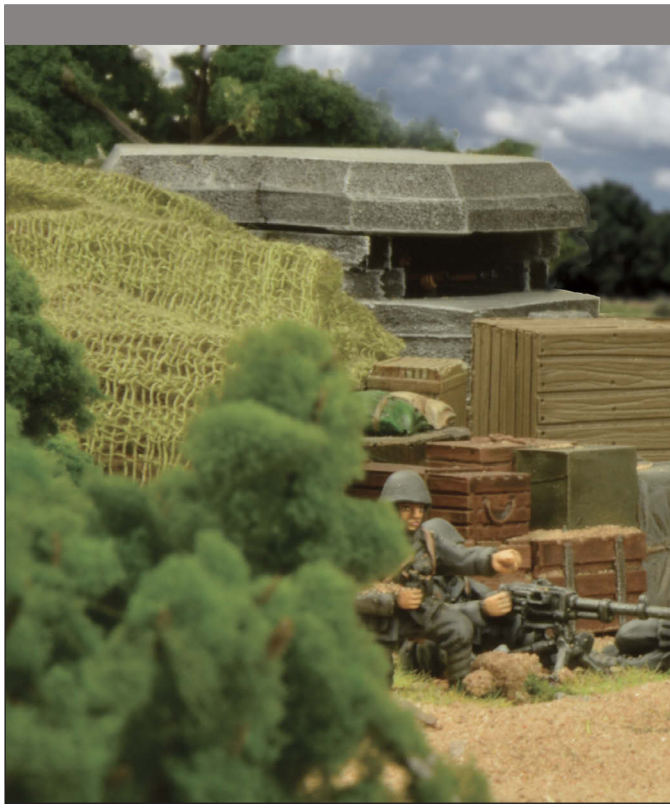
Keep a count of how many turns have elapsed as the game is played. At the end of turn 7, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. The game may also end immediately if the officer is killed or captured.

CONFUSED FIGHT

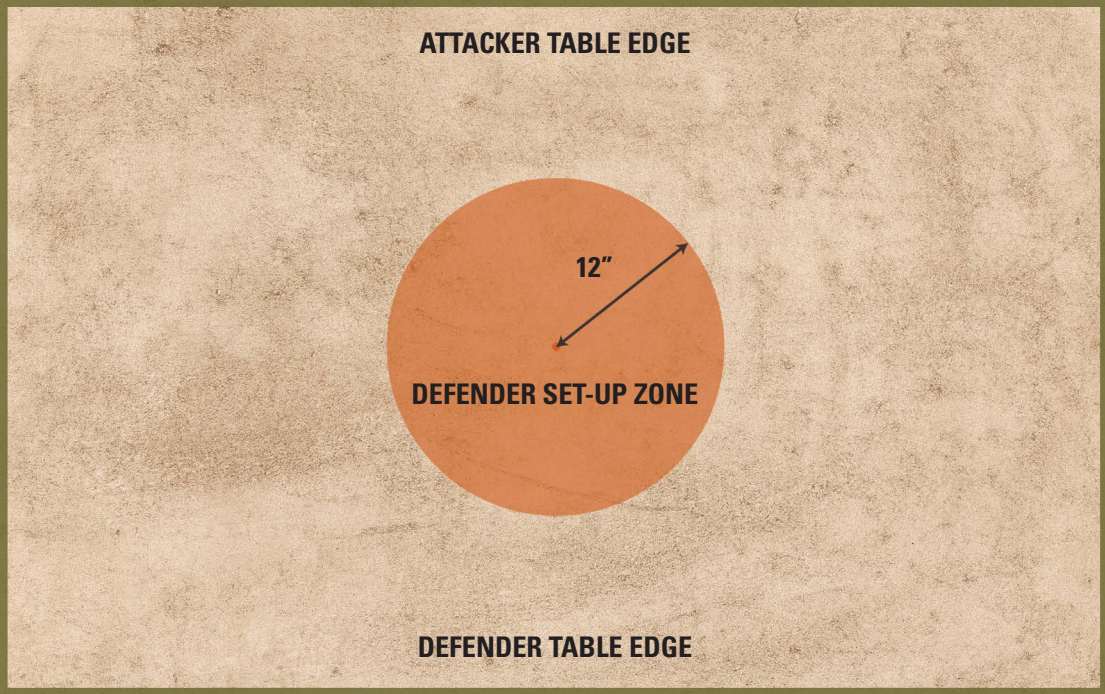
Confusion reigns, the battle-lines have become completely disordered and reinforcements are pouring in from all directions. All units entering the table as reserves can enter from any point on any table edge, except the one from which the last enemy reserve entered that same turn. This means that at the beginning of the following turn, the first reserve can come in from any table edge – watch out!

VICTORY!

If the officer's unit is destroyed in close quarters, resulting in the officer's demise, the attacker wins the game. If the game ends and the officer is still alive and well, the defender wins the game. If the officer is killed in any other way, the game is a draw (note that the defender must always remove other models in the officer's unit before removing the officer when the unit takes casualties).



Scenario 8: Manhunt



Italian airfield defences prepare for trouble

SCENARIO 9: POINT DEFENCE

The enemy is occupying a perfect defensive position – it's your mission to push them out and send them packing.

SET-UP

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender picks a side of the table and sets up at least half of his units in his set-up area (see below). These units can use the hidden set-up rules (see page 131). Units that are not set-up to start with are left in reserve (see page 132).

As he sets up his force, the defender must nominate three separate objectives in his set-up zone. All objectives must be at least 6" from the defender's table edge. In addition, all the objectives must be at least 24" from each other. These objectives could be tactically important positions such as a building or hilltop, or supplies such as an ammo dump or fuel reserve, or maybe a command post, a vehicle repair shop, or an emplacement for long-range artillery or rocket launchers. Objectives can be simple markers or tokens if the players prefer, or can be represented by scenic pieces along the lines described. The important thing is that both players clearly identify the three objectives before the battle begins.

The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

OBJECTIVE

The attacker must try and capture the three objectives – the defender must try and stop him.

PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins. During turn 1, the attacker must move his first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

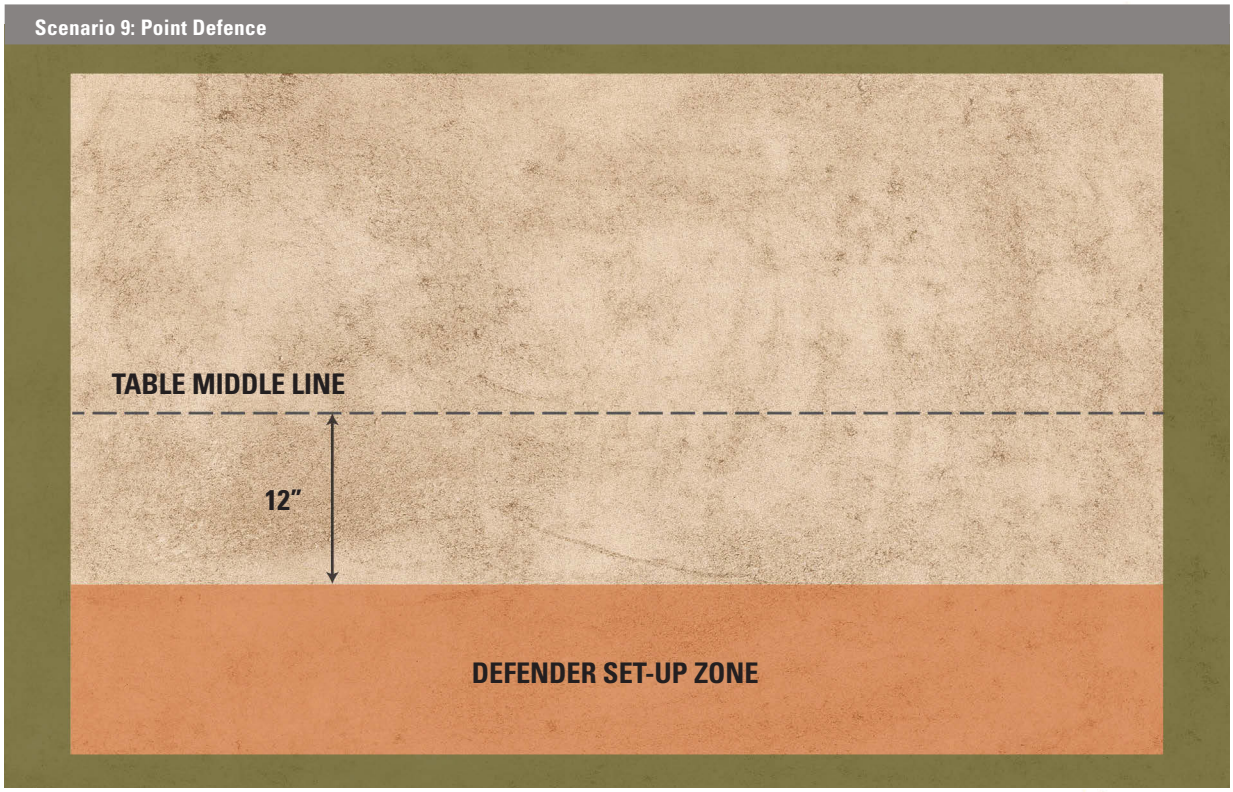
At the end of the game calculate which side has won as follows.

If the attacker holds two or three objectives the attacker wins. If the attacker holds one objective the game is a draw. If the attacker holds no objectives then the defender wins.

All objectives are held by the defender at the start of the game regardless of where his troops are positioned. If an objective changes hands during the game then it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the turn, and there must be no enemy unit of any type within 3" of it. Once you capture an objective, you hold it until the enemy captures it back.

British Mk VIb Light Tank



SCENARIO 10: HOLD UNTIL RELIEVED

Your force has been sent on a very dangerous mission to capture a key strategic objective. Your men have reached the immediate vicinity of the objective during the night and at first light you'll attempt to seize the position. You will then dig in for the inevitable counter-attacks and hold until relieved.

SET-UP

The objective could be a bridge, an ammo or fuel dump, an airstrip, a command bunker, a V2 launch site, or anything comparable. First set up the objective in the centre of the table. Ideally, this should be no larger than 6" x 6". You can place the objective up to 12" to the left or right of the exact centre of the table, but make sure that it is equidistant from the opposing players' starting edges.

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

The defender picks a side of the table and sets up one infantry squad and one other unit (this unit can be anything with a damage value of 7+ or less) within 6" of the objective. Then he nominates half of the remaining units (rounding down) to form his first wave. Any units not included in the first wave are left in reserve (see page 132)

The attacker can then set up any and all of his infantry anywhere on the table so long as they are more than 18" from the objective or either enemy unit that is already deployed. These units can use the hidden set-up rules (see page 131). All other units are left in reserve (see page 132).

OBJECTIVE

The aim is to control the objective at the end of the game. To control the objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.

FIRST TURN

The battle begins. During turn 1 the defender must bring his first wave onto the table. These units can enter the table from any point on the defender's table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

If one side controls the objective at the end of the game it is the winner. If neither side can claim control of the objective the game is a draw.

SCENARIO 11: SURROUNDED!

"We are paratroopers, sir. We are meant to be surrounded."
Dick Winters at Bastogne

SET-UP

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender picks a side of the table and sets up half of his units, rounding down, within 12" of the centre of the table (see map). These units can use the hidden set-up rules (see page 131). All other units are left in reserve (see page 132).

The attacker's units are not set up on the table at the start of the game. The attacker must nominate half of his units, rounding up, to form his first wave. All other units are left in reserve.

OBJECTIVE

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

PREPARATORY BOMBARDMENT

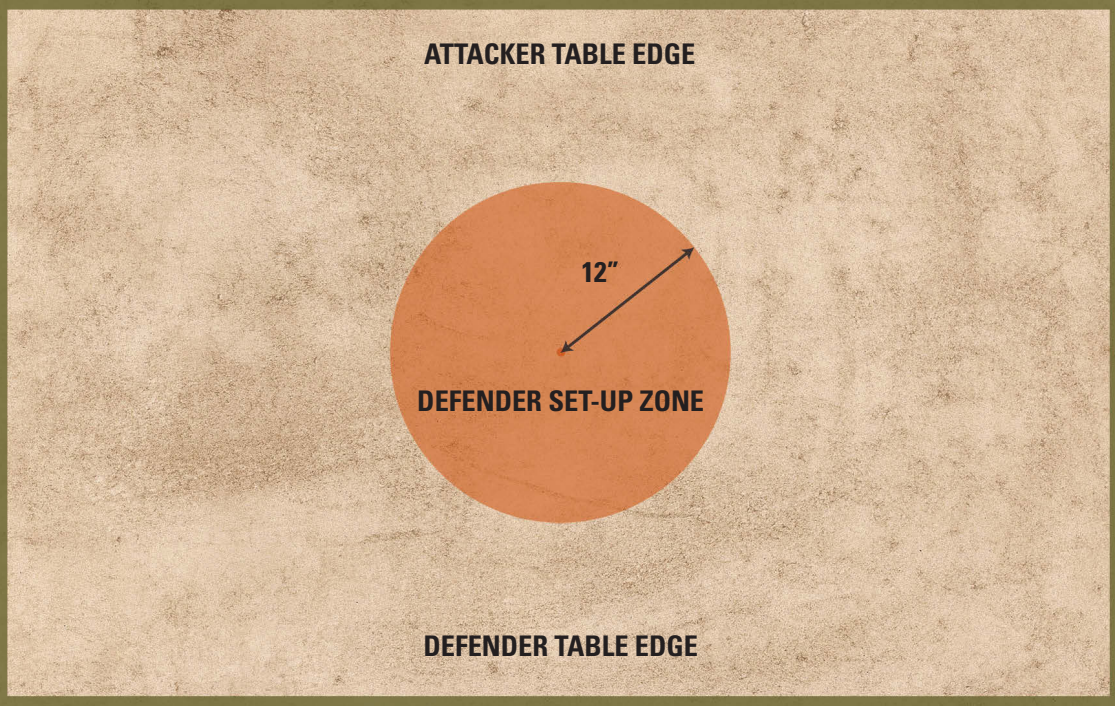
The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a 1, the barrage fails to take place, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins. During turn 1 the attacker must bring his first wave onto the table. These units must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the first wave.

German Panzer III Ausf J

Scenario 11: Surrounded!



Surprise! Merrill's Marauders take the Japanese unawares

CONFUSED FIGHT

Confusion reigns, the battle-lines have become completely disordered and reinforcements are pouring in from all directions. All units entering the table as reserves can enter from any point on any table edge, except the one from which the last enemy reserve entered that same turn. This means that at the beginning of the following turn, the first reserve can come in from any table edge – watch out!

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.

British 17-Pdr Gun

SCENARIO 12: SECTORS

SET-UP

Divide the table into quarters, as per the map. Both players roll a die. The highest scorer picks a long table side and one of the quarters on his side of the table. Then he declares which of his units (if any) are being left in reserve (see page 132) – this can be up to half of the units in his army, rounding down. The other player gets the opposite quarter of the table and then does the same.Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and that player must deploy one of his units in his quarter and at least 12" from the centre of the table (see map). Units can use the hidden set-up rules (see page 131). Continue to do this until all units that are not in reserve have been set-up. Reserves are not allowed to outflank in this scenario.

OBJECTIVE

Both sides must attempt to seize as many table quarters as possible and inflict damage on the enemy (see Victory!, below).

PREPARATORY BOMBARDMENT

Both players roll a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins.

GAME DURATION

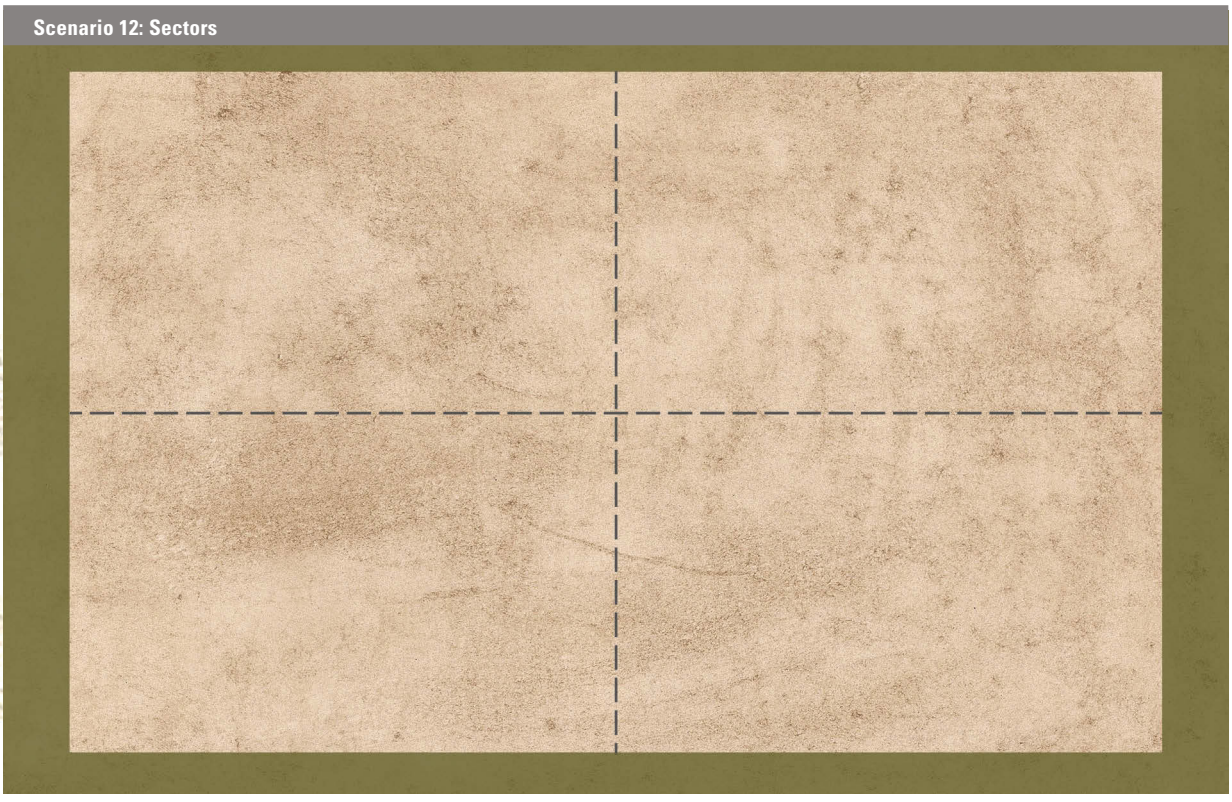
Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. If there is a turn 7, roll a die at the end of the turn. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

You score 1 victory point for every enemy unit destroyed. You also score 1 victory point for each of your own units that is completely inside one of the two 'neutral' table quarters, and 3 victory points for each of your own units that is completely inside the enemy quarter of the table. If a unit straddles across two or more quarters, it counts as in the quarters where the majority of its models are (or most of the model in case of one-model units) – if in doubt, of course, roll a die for it.

Scenario 12: Sectors



FORCE SELECTION

This section includes army lists for the forces of Britain and Commonwealth, Germany, the Soviet Union, the United States of America, and Imperial Japan.

Each list includes entries for a variety of infantry, artillery and vehicle units. Gaming values, armament details and any individual rules needed during play are included as part of each entry. Each unit is given a basic cost in requisition points together with further costs for additional equipment and other options.

The lists given here do not pretend to be exhaustive or to cover every theatre of the war, every kind of vehicle and every weapon – rather they are basic lists that cover the essential formations and weapons of each of the armies concerned. A series of separate *Bolt Action* supplements provides detailed and definitive army lists that supersede these lists and extend the armies covered into different theatres of the war and specific campaigns. The lists given here are generalised to a degree, and are based upon armies of the later part of the war: 1944 and 1945. This allows for a good variety of equipment and tanks. That does not mean that we cannot fight actions between the Vichy and Free French in the Middle East in 1941 – for example – but limited space obviously prevents us covering every campaign in detail in this book. Our intention is to offer printed supplements for the major combatant nations and appropriate online support for minor contributors and specialised theatres.

GUIDELINES TO FORCE SELECTION

Many players will have a good idea of how the real formations represented by our armies were organised. Others may be less familiar with the structure of World War II armies and the way in which they fought. The description given is obviously a fairly broad-brush summary, and different armies varied considerably in practice as might be readily imagined. However, it will serve to give an idea about how to go about putting together a wargames army for the tabletop battlefield.

SQUAD (NCO)

Broadly speaking the smallest infantry unit was the squad, or section, comprising around ten men commanded by a non-commissioned officer (NCO) such as a sergeant or corporal. A squad could be split into smaller groups or fire-teams, often comprising one group based around a light machine gun, and another based around rifle-armed troops. Squads

II Corps captures Bizerte, by Steve Noon © Osprey Publishing Ltd. Taken from Command 25: Omar Bradley

were often under-strength due to casualties. In our lists infantry squads can usually be fielded at between five and 12 men, allowing a player to deploy them as smaller five-man teams, under-strength squads or squads at full strength.

PLATOON (LIEUTENANT)

A platoon was the next level of organisation. It consisted of two to five squads, for a total of roughly 20–50 men. It was commanded by the lowest rank of commissioned officer, a lieutenant or the equivalent, who might be assisted by a senior or platoon sergeant in some cases.

COMPANY (CAPTAIN)

A company is the largest level of organisation likely to be represented in our game. It consisted of between two and eight platoons, for a total of roughly 100–200 men. A captain or sometimes a major would command a company, and a senior NCO or warrant officer such as a company sergeant major might assist him.

HIGHER LEVELS OF ORGANISATION

Just for the sake of curiosity, you might like to know that the structure continues with:

- **Battalion.** Two to six companies (up to over 1,000 men). Commanded by a lieutenant colonel.
- **Regiment.** Two or more battalions (up to over 2,000 men). Commanded by a colonel.
- **Brigade.** Two or more regiments (up to 5,000 men). Commanded by a brigadier general (one-star).
- **Division.** Two to four brigades (up to 15,000 men). Commanded by a major general (two-stars).
- **Corps.** Two or more divisions (up to 45,000 men). Commanded by a lieutenant general (three-stars).
- **Army.** Two to four corps (up to 200,000 men). Commanded by an army general (four-stars).
- **Army Group.** Two or more armies. Commanded by a field marshal or five-star general.

INFANTRY SQUADS

The first thing to consider when assembling a force is the infantry. It's best to begin with infantry squads and pick two to five squads of roughly ten men. Three squads is a good basic force to start with.

HEAVY WEAPONS TEAMS

After the infantry squads you will find a list of heavy weapons teams including machine guns, mortars, and portable anti-tank weapons such as bazookas. In a real army these teams would form specialised heavy weapons platoons or would be held at HQ level. Typically there would be something like three infantry platoons to one heavy weapons platoon. It makes good sense to keep a similar proportion in the game, with one mortar team, one machine gun team, one anti-tank team, flamethrower team, sniper team for every three full-strength infantry squads. If you include one each of every heavy weapon for every three infantry squads this still is a very high concentration of heavy weapons compared to a real battlefield, but it makes for a more interesting game and still maintains a reasonable relationship between the number of heavy weapons and men.

HEADQUARTERS TEAMS

If three infantry squads represent a platoon, it makes sense to have a lieutenant to command it. Of course, the company's captain might have come down to keep a close look at this part of the engagement, so he could be fielded in addition to (or instead of) the lieutenant if desired. He will prove more useful in larger games with company-sized forces.

Medics were normally one per platoon, so once again if one is included it will feel about right. Forward observers were less common, and it would be therefore best to select no more than one for the army unless it is a very large game, in which case a force might include one of each type.

US Marines direct fire for an M7 Priest

ARTILLERY AND VEHICLES

Anti-tank guns and howitzers, as well as combat vehicles like tanks and armoured cars, were normally assigned to support infantry by high command when necessary, so on the level of our game they should be a comparably rare sight on the battlefield. However, a game devoid of tanks and big guns would be a dull affair, so we are prepared to accept that our part of the battlefield just happens to be where the opposing tanks and armour are concentrated. We recommend using a maximum of one tank, one other lightly armoured vehicle and one piece of artillery for every three infantry squads in your force.

Transport vehicles (particularly soft-skins) are a bit more common and we'd happily include up to one such vehicle per infantry squad in addition to any other vehicles mentioned above.

LARGER FORCES

Games significantly larger than our standard 1,000 requisition points would tend towards company-level actions and therefore it would make sense to include multiples based on the proportions discussed.

FORCE SELECTION RULES

The following rules are a distilled version of the guidelines discussed above. They have been formalised with a view to putting together armies that are reasonably well balanced in play rather than being strictly based on historical formations. Sticklers who wish to follow the orders of battle for actual historical engagements are entirely welcome to do so of course; the purpose of these lists is to enable players who wish to do so to choose well-matched, competitive, and entertaining forces with which to play a challenging game.

A force must comprise **any number** of reinforced platoons – from a single platoon to as many as you can squeeze into the agreed points total!

Each reinforced platoon is made up as per the table below, using units picked from one of the Army Lists.

Polish Black Brigade Squad

Reinforced Platoon	
1	Lieutenant – First or Second
2	Infantry squads
Plus	
0–3	Infantry squads
0–1	Captain or Major
0–1	Medic
0–1	Forward Observer (either Artillery or Air)
0–1	Machine gun team
0–1	Mortar team
0–1	Sniper team
0–1	Flamethrower team
0–1	Anti-tank team
0–1	Field Artillery, Anti-aircraft or Anti-tank gun
0–1	Armoured Car
0–1	Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery
0–1	Transport vehicle or tow (soft-skins or armoured) per infantry and artillery unit in the reinforced platoon.

When picking a force begin with the first reinforced platoon and start by fulfilling its minimum requirement of 1 lieutenant and 2 infantry squads. Once this is done, pick from the other units given until the total requisition value of your units reaches the agreed maximum value for the force or as close as you can get.

So long as you have sufficient points remaining, you can always stop at any stage and start again with a second reinforced platoon, and then a third, and so on, adding as many platoons as your points will allow.

Note that transports can always be included up to one vehicle for every infantry and artillery unit in the reinforced platoon. This enables infantry to be mounted into carriers if desired, HQ units to have jeeps or similar vehicles, and artillery and anti-tank guns to have prime movers.

If a vehicle listed as a transport/tow picks a weapon option that means the transport loses its transport/towing ability, it no longer counts as a transport/tow for the purposes of force selection, but as either an armoured car (if wheeled and with damage value 7+ or worse) or an anti-aircraft or self-propelled artillery vehicle otherwise.

It is perfectly possible to spend all the points available on one large reinforced platoon, or to buy several smaller reinforced platoons allowing for a higher proportion of specialised units. This is entirely up to the player, but always keep in mind that the total value cannot exceed the maximum total requisition points agreed for the force.

NO MIXED QUALITY

In some cases you might be allowed to add men to an existing unit – these must always be purchased at the same level of quality as the initial men (if there is an option) – units can never include men of different quality.

CONCEALED WEAPONS

If its entry states that a model is armed with 'pistol, submachine gun or rifle/carbine as depicted on the model', but the model (an officer for example) has no visible weapons at all, the player can either convert the model to clearly show which weapon is carrying, or assume it is carrying a pistol in a pocket or hidden holster.

THE ARMY LISTS

The following lists for the armies of Germany, the United States, Soviet Russia, Great Britain, and Imperial Japan are just a simplified and short summary of the full lists that are included in the "Armies of" series of supplement books for *Bolt Action*. They are intended to give you a taste for the process of army selection and to help you collect your initial force. If any entry contradicts the same entry in the "Armies of" supplement book, the supplement book takes precedence.

GERMANY

This list is based upon the troops and equipment available to the German army during the final year of the war in Europe. By this time the Germans have access to some of the very best tanks, tank destroyers and anti-tank guns of the entire war, as well as stalwart weaponry such as the Panzer IV and the fearsome MG42 machine gun. By now the hand-thrown anti-tank grenade has largely passed out of use except amongst some improvised units and Luftwaffe field units, and replaced by the dreaded panzerfaust. Although many infantry still carry bolt-action rifles, many now have the StG44 assault rifle.

ARMY SPECIAL RULES

INITIATIVE TRAINING

In the German army every man is trained with some of the skills of his superiors, and encouraged to show initiative and decisiveness rather than just sit and wait to receive orders.

If an infantry squad's NCO is killed then roll a D6. On the score of a 1, the NCO is removed as normal. On the roll of a 2 or more, one of the other troopers takes over the squad and leads it just as effectively as before. To represent this leave the NCO is place and remove any other model instead. If the NCO is successfully replaced the unit does not suffer the usual –1 morale penalty for losing its NCO.

HITLER'S BUZZSAW

German-made machine guns, but in particular the lethal MG42, are vastly superior to their enemies' and rightly feared by Allied infantrymen.

German light and medium machine guns fire one extra shot. Note that this applies to all light and medium machine guns, both those carried by infantry units and those mounted on vehicles.

TYPES OF UNIT

The list is divided into categories as follows.

1	Infantry	Headquarters units
		Infantry squads and teams
2	Artillery	Field artillery
		Anti-tank guns
		Anti-aircraft guns
3	Vehicles	Tanks
		Tank destroyers
		Self-propelled artillery
		Anti-aircraft vehicles
		Armoured cars
		Transports and tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a first or second lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

German officers were capable and often experienced leaders. In the German army, junior officers were trained to undertake the role of their own immediate superiors, enabling them to use their intuition to take control of situations when necessary. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Because of the high quality of the majority of German officers, we rate them as regular or veteran.

Cost	- Second Lieutenant (Leutnant) 50pts (Regular), 65pts (Veteran) - First Lieutenant (Oberleutnant) 75pts (Regular), 90pts (Veteran) - Captain (Hauptmann) 110pts (Regular), 125pts (Veteran) - Major (Major) 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, rifle, or assault rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, rifle, or assault rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

The assault on the Red October Steel Plant, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 184: Stalingrad 1942

INFANTRY SQUADS AND TEAMS

German infantry were generally well trained, well led and well equipped – constituting what was undoubtedly man-for-man the most effective fighting force in Europe. The German army was also heavily outnumbered and as the war progressed compromises in recruitment, equipment shortages, and failures of leadership at the highest level all began to take their toll.

WEHRMACHT INFANTRY SQUAD

Wehrmacht – meaning 'armed might' – encompasses the forces of the German army, navy and air force and we will consider them as a whole together with the fourth branch, the Waffen-SS. Some German Luftwaffe formations were effectively ground troops, such as Luftwaffe field divisions and the Hermann Goring Panzer Division. Both paratroops and anti-aircraft units were part of the Luftwaffe. German infantry were provided with the best light machine gun of the war – the rapid firing MG42 – and many squads carried two. By the late war, most German infantry squads could carry a proportion of StG44 assault rifles or submachine guns instead of rifles. Most carried panzerfaust, although some Luftwaffe field units carried hand-thrown mines until the end of the war. However, the exact weaponry carried could vary greatly in practice, and so we allow a squad to be built up as follows.

Cost	Regular Infantry 50pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles at +10pts each. - The NCO and up to 1 man can have a submachine gun instead of rifles for +3pts each - The NCO and up to 2 men can have assault rifles instead of rifles for +5pts each - Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader - Up to 4 men can have a panzerfaust in addition to other weapons for +5pts each - If panzerfaust are not taken the squad can be given anti-tank grenades instead for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

WAFFEN-SS, FALLSCHIRMJÄGER OR VETERAN INFANTRY SQUAD

The Waffen-SS formed an elite fighting formation separate from the German army and not strictly part of the Wehrmacht. By the end of the war the Waffen-SS comprised almost 600,000 men. Often fighting at the forefront of an offensive, they proved themselves dangerous adversaries. Fallschirmjägers – German for paratroopers – were elite troops who formed part of the Luftwaffe. Although they took part in airborne operations in the early part of the war, from mid-1944 they were reduced to the role of ground troops. As an elite formation they had access to the best equipment and made considerable use of assault rifles in the form of the FG42 automatic rifle and later the StG44. The German army was not without its experienced troops, the survivors of bloodthirsty fighting on the Eastern Front or the veterans of Africa and Italy. These formations can be built up as follows.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles at +13pts each - The NCO and up to 6 men can have a submachine gun instead of rifles for +3pts each - The NCO and up to 9 men can have assault rifles instead of rifles for +5pts each - Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader - Up to 4 men can have a panzerfaust in addition to other weapons for +5pts each

Waffen-SS Squad

VOLKSSTURM, OSTTRUPPEN OR INEXPERIENCED INFANTRY SQUAD

Even the German army could include green or unmotivated elements – although this would have been rare before the final months of the war. Osttruppen were units recruited from the occupied territories of the east, often from amongst people who had no great love of Stalin's Russia and often welcomed the German occupation. This included ethnic groups such as Turkmen, Kalmyks, Armenians, Azerbaijanis and Georgians from the east as well as Balts, Finns, Ukrainians, White Russians, and Siberians. These units were generally kept away from the fighting until the final years of the war, when they often surrendered en masse rather than face Allied troops. If the Osttruppen were unwilling the Volkssturm were a different kettle of fish; militia recruited from amongst the old, unfit and young, many being drawn from the ranks of the Hitler Youth. They were poorly equipped with a variety of weaponry including crudely made Volkssturm MP3008 submachine guns and Volkssturmgewehr rifle. Others carried weapons captured earlier in the war or dating back to the previous century. Any of these squads can be built as follows.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles at +7pts each - The NCO and up to 2 men may have a submachine gun for +3pts - Up to 4 men can have a panzerfaust in addition to other weapons for +5pts each - Unless Volkssturm, up to 1 man can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader; Volkssturm units cannot have light machine guns - Volkssturm units can be Green at no extra points cost - Osttruppen units can be Shirkers for a reduction of 3pts per man - Unless Osttruppen are equipped with panzerfaust, units can be given anti-tank grenades for +2pts per man
Special Rules	- Volkssturm units can be Green - Osttruppen can be Shirkers - Tank hunters (if anti-tank grenades taken)

Waffen-SS troops debus from their half-track on the Russian Front

MACHINE GUN TEAM

The Germans were equipped with two excellent machine guns in the MG34 and rapid firing MG42 – known to Allied troops as 'Hitler's Buzzsaw' because of its distinctive noise. Unlike other armies the Germans used the same machine gun both as a squad weapon and as a tripod mounted support weapon. The tripod mount provided a much more stable firing platform and made it easier to keep up a continuous fire using a belt feed. We therefore treat the tripod-mounted gun as a medium machine gun, whilst the squad weapon is treated as a light machine gun. As described in the rules for team weapons, although crew members would be likely to carry rifles or submachine guns we consider them to be preoccupied serving their weapon and so do not include separate arms.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team weapon - Fixed

SNIPER TEAM

The value of the sniper was brought home during the battle of Stalingrad where Russian snipers took such a heavy toll of German troops. The Wehrmacht trained and equipped marksmen to undertake a specialist role as snipers. A variety of rifles were used for sniping, including the standard infantry rifle and semi-automatic Gewehr 43. All were fitted with telescopic sights and snipers were provided with specially manufactured ammunition.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

MEDIUM MORTAR TEAM

The standard German medium mortar of the war was the 80mm Granatwerfer 34. It was a very effective and accurate weapon that could provide long-range fire support.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add Spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

FIELD ARTILLERY

German field artillery often lagged behind that of Germany's enemies in terms of development and effectiveness. Many of the larger weapons dated from the previous war, whilst field guns were frequently those captured during earlier campaigns. Outranged by bigger and heavier Russian weapons, and substantially outgunned on both Eastern and Western Fronts, the Germans soldiered on with what could be mustered.

LIGHT ARTILLERY

The Germans employed a tremendous variety of light infantry guns, mountain guns and field guns and howitzers, which generally had a calibre of 75mm. These guns were used for close support and were light enough to be manhandled by their crews. As with all team-based units artillerymen serving their weapon are treated as unarmed – even where individual models might carry small-arms.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

During the whole of World War II, German anti-tank gun developments remained firmly ahead of that of the Allies, with continuous improvements creating weapons with greater velocities capable of punching through the thickest armour. This gave the Germans a significant advantage in tank warfare even when vastly outnumbered.

75MM PAK 40

The PaK 40 was the standard German anti-tank gun of the late war period. It was an effective weapon that was capable of destroying almost any Allied tank. It was, however, a great deal heavier than the PaK 38 and could only be towed by artillery tractors.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	4 men
Weapons	1 heavy anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

German Heer Pak 40 75mm Anti-Tank Gun

German Flak 88

ANTI-AIRCRAFT GUNS

Designed to engage enemy aircraft, many automatic cannons saw ample use against other type of targets. Their high-velocity shots were lethal against enemy lightly armoured or soft-skinned vehicles, not to mention their infantry.

88MM FLAK 36 DUAL PURPOSE AA/AT GUN

The classic German 88 was originally developed as a heavy anti-aircraft weapon, and first saw combat during the German intervention in the Spanish Civil War. It developed its reputation as a tank-killer during the North African campaign, when Rommel's use of them as anti-tank screens caused the British armour many losses. It was a large weapon, mounted upon a cruciform platform with detachable wheels.

Cost	148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Team	7 men
Weapons	1 platform-mounted super-heavy anti-tank gun.
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Gun shield - Flak - Versatile: The weapon can also be fired indirectly, in which case it is treated exactly like a medium howitzer

TANKS

By the late war the Germans had developed a bewildering variety of tanks and tank destroyers including some of the heaviest tanks to see action during the whole conflict. The Panzer IV, up-gunned and up-armoured since the beginning of hostilities, is still a formidable weapon, whilst the Tiger II and Panther can meet and defeat any tank the Allies can pitch against it.

PANZER IV

The Panzer IV saw service throughout the war from the Polish campaign and the battle of France through to D-Day and the fall of Germany. Its defensive armour of 50mm was adequate – although vulnerable to the more powerful Allied anti-tank guns developed in the last years of the war. Its main armament was capable of penetrating most Allied tanks at long range. The details included here cover the Ausf F2, G, H and J versions of this ubiquitous German tank – all armed with the 75mm Kampfwagenkanone 40 (KwK 40).

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value	9+ (medium tank)

German Panzer IV Ausf H

PANTHER

The Panther was the best all-round German tank of the war and although conceived as a medium tank, at 45 tons and with frontal armour over 100mm thick we shall rate the front armour more highly. The Panther's thick, sloping front armour was copied from the Russian T-34 but the main gun was a weapon that far excelled anything the Russians possessed, the high velocity KwK 42 L70, which was capable of penetrating any Allied tank in service when it was first introduced.

Cost	355pts (Regular), 426pts (Veteran)
Weapons	1 turret-mounted super-heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- The Panther's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank (10+)

TIGER I

The Tiger is probably the best known of all German tanks of World War II and certainly the tank most feared by the Allies! It was a lumbering monster of a tank and its 88mm gun was easily capable of destroying even the most heavily armoured Allied tanks of the day. By the end of the war the Tiger had been superseded by better designs, but it still valiantly fought on, and Tigers would stalk the ruins of Berlin in the last days of the Third Reich.

Cost	395pts (Regular), 474pts (Veteran)
Weapons	1 turret-mounted super-heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	10+ (heavy tank)

German Tiger I

Hell's Highway, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 270: Operation Market-Garden 1944 (1)

TANK DESTROYERS

As the war progressed the Germans came to believe that turretless tank destroyers could be at least as effective as tanks in many situations, and – of course – they were much quicker and cheaper to build than tanks with their complex turret mechanics. In fact, although excellent in an ambush role, when pitched against enemy tanks in the open, tank destroyers were at a huge disadvantage, being unable to turn their weapon to bear beyond their immediate front. Even so, the Jagdtiger was the heaviest and most heavily armed armoured fighting vehicle of the war, the most potent weapon of its kind by far.

STUG III/IV

The Sturmgeschutz – 'assault gun' – was developed as an infantry support weapon based on the Panzer III chassis. By the later part of the war it was armed with the same long-barrelled 75mm anti-tank gun as the Panzer IV and was often deployed as a tank destroyer. The StuG III was produced in more numbers than any other German armoured fighting vehicle – over 10,000 in all. Later StuGs incorporated a co-axial machine gun and many vehicles that lacked them were subsequently retrofitted to provide more firepower against enemy infantry. Production of the StuG III was severely curtailed by Allied bombing, following which the Germans shifted some Panzer IV production over to assault guns built on the Panzer IV chassis. These StuG IVs were entirely comparable to the earlier StuGs in performance and mounted the same gun, so the two types have been included together.

Cost	184pts (Inexperienced), 230pts (Regular), 276pts (Veteran)
Weapons	1 casement-mounted forward facing heavy anti-tank gun and 1 remotely operated MMG with 360° arc of fire
Damage Value	9+ (medium tank)
Options	- May add a forward facing co-axial MMG for +15pts

German StuG III Assault Gun

MARDER

The Marder started life as a conversion of various captured and obsolete vehicles to produce mobile anti-tank support for infantry. Early Marders were often armed with captured Russian guns, but by the late war all used the German 75mm PaK 40 anti-tank gun. The last Ausf M version – as described here – featured an open-topped fighting compartment on a Panzer 38t chassis. Because of its weak superstructure and open fighting compartment, we give it a damage value of 7+, as an armoured carrier.

Cost	132pts (Inexperienced), 165pts (Regular), 198pts (Veteran)
Weapons	1 forward facing heavy anti-tank gun and 1 forward facing hull-mounted MMG
Damage Value	7+ (armoured carrier)
Special Rules	- Open-topped

German Marder III Ausf. M Tank Destroyer

SELF-PROPELLED ARTILLERY

German self-propelled artillery tended to be conversions of existing vehicles, often those captured from the enemy or otherwise obsolete. This pragmatic approach produced a hotchpotch of self-propelled artillery that undoubtedly served its purpose of providing mobile fire support.

STURMHAUBITZE 42

From 1943 the Sturmgeschutz was increasingly used in an anti-tank role, and this prompted the development of a new infantry support version – the Sturmhaubitze 42 or StuH 42. The new assault gun was fitted with a shortened 105mm howitzer instead of the 75mm gun fitted to Stugs during the early days of the war.

Cost	152pts (Inexperienced), 190pts (Regular), 228pts (Veteran)
Weapons	1 casement-mounted forward facing medium howitzer and 1 remotely operated MMG with 360° arc of fire
Damage Value	9+ (medium tank)

PANZERWERFER 42

The SdKfz 4 was an armoured version of the Maultier design – basically a half-track truck with an armoured body. The SdKfz 4/1 Panzerwerfer 42 mounted a 150mm Nebelwerfer multiple rocket launcher whilst the basic SdKfz 4 truck acted as an ammunition carrier. This produced an effective mobile multiple rocket launcher that served with Nebeltruppen on the Eastern and Western Fronts.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 forward facing Nebelwerfer multiple rocket launcher (treat as heavy mortar)
Damage Value	7+ (armoured carrier)
Options	- The multiple rocket launcher can be replaced with 1 forward facing pintle-mounted MMG covering the front arc (SdKfz 4 ammunition carrier version); this reduces the point value by 55pts
Special Rules	- Indirect fire - Multiple launcher - Open-topped

ANTI-AIRCRAFT VEHICLES

The Germans employed many mobile anti-aircraft guns and much of the German war effort was committed to air defence. Mobile anti-aircraft weapons often made use of existing vehicle chassis as in the case of the examples here.

SDKFZ 7 FLAK HALF-TRACKS

The SdKfz 7 was adapted as an anti-aircraft platform to carry 20mm or 37mm anti-aircraft guns. It made a very effective and mobile anti-aircraft defence vehicle.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 platform-mounted heavy autocannon (37mm Flak 38) with 360° arc of fire
Damage Value	6+ (soft-skin carrier)
Options	- May add platform-mounted quadruple light autocannon (four 20mm KwK 38) with 360° arc of fire for +80pts
Special Rules	- Flak

ARMOURED CARS

German armoured cars are immediately recognisable both in the six-wheeled and eight-wheeled configurations. They were primarily designed for reconnaissance duties, but despite this were produced with a variety of weaponry that makes them especially valuable as support for infantry. Some half-tracks were also converted to undertake the same role, and these are also included in this section.

SDKFZ 234 HEAVY ARMOURED CAR

The SdKfz 234 series were eight wheeled armoured cars used for armed reconnaissance ahead of a formation's line of advance – a role analogous to that of light cavalry in an earlier age. There were four main versions with differing weapons. The 234/1 carried a 20mm gun and machine gun in an open turret, the 234/2 – Puma – replaced this arrangement with a fully enclosed turret bearing a KwK 30 50mm gun, the 234/3 mounted a short-barrelled KwK 37 75mm gun in a fixed open-topped superstructure, whilst the 234/4 mounted a long barrelled 75mm PaK 40 into a fixed open-topped superstructure. All four variants are covered in the details below with the 234/1 given as basic type.

Cost	71pts (Inexperienced), 95pts (Regular), 109pts (Veteran)
Weapons	1 open turret-mounted light autocannon and co-axial MMG
Damage Value	7+ (armoured car)
Options	- Exchange open turret and armament for enclosed turret and medium anti-tank gun with co-axial MMG (Puma) for +50pts - Exchange open turret and armament for fixed forward facing light howitzer (short 75mm) for +15pts - Exchange open turret and armament for fixed forward facing heavy anti-tank gun (long 75mm) for +75pts
Special Rules	- Recce - Dual-direction steering – the 234 series can be driven from both front and rear enabling it to execute a full speed *Run* rate reverse - Open-topped – unless the Puma option is taken, in which case there is an enclosed turret

TRANSPORTS AND TOWS

German mechanised units are called Panzer Grenadiers and were among the elite of the whole army. The vehicle most often associated with these troops is the SdKfz 251 Hanomag armoured personal carrier. The Germans had a large range of half-tracked vehicles as transports and tows, and converted even soft-skin lorries to half-tracks to enable them to cope with conditions on the Russian front.

German Sd.Kfz 251/1 Ausf D Hanomag Half-Track

SDKFZ 251 HANOMAG HALF-TRACK

The Hanomag – named after its manufacturer Hannoversche Maschinenbau AG – was the ubiquitous German half-track used throughout World War II to transport mechanised infantry units – panzergrenadiers. The carrier version was adapted to various roles including the addition of close support weapons such as anti-tank guns, flamethrowers, anti-aircraft guns, and even rockets. Engineering variants included bridge layers and telephone line layers, whilst further examples were built as radio cars, ambulances and command vehicles. The German designation for the carrier SdKfz 251 was short for 'special ordnance vehicle', and the standard infantry carrier version was the 251/1 which was able to carry up to 12 infantry in addition to its own crew. It was armed with a single pintle-mounted MG34 machine gun, and sometimes more. Platoon commanders' vehicles carried a 37mm gun (251/10). Sometimes the anti-aircraft version (251/17) with 20mm autocannon was used as a substitute.

Cost	67pts (Inexperienced), 84pts (Regular), 101pts (Veteran)
Weapons	1 forward facing pintle-mounted MMG covering the front arc
Damage Value	7+ (armoured carrier)
Transport	Up to 12 men in basic version – up to 4 men with either light anti-tank gun or autocannon options added
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer, light anti-aircraft gun
Options	- May add 1 additional rear facing pintle-mounted MMG covering rear arc for +10pts - May exchange MMG for 1 forward facing light anti-tank gun (37mm PaK 36) for +40pts - May exchange MMG for 1 pintle-mounted light autocannon (KwK 38) with 360° arc for +20pts
Special Rules	- Open-topped

TRUCK

The Germans made use of a great many different types of truck, including those captured from their enemies. Perhaps the most well known is the Opel Blitz, although the six-wheeled Krupp-Protze was also widely used and is instantly recognisable. We shall not differentiate between one type of truck and another. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti-aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun, light anti-aircraft gun
Options	- May have a pintle-mounted MMG with 360° arc of fire for +15pts

KUBELWAGEN

The Kubelwagen was the military version of the Volkswagen and proved a reliable, rugged and much-liked little workhorse that saw action on every front. Although it lacked the four-wheel drive of Allied jeeps this was compensated for to some extent by its lighter construction, locking differential and good ground clearance. It could carry four men – three plus a driver – sufficient to carry a weapons team or HQ unit.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 3 men
Options	- Can have a pintle-mounted MMG with a 360° arc for +15pts, losing all transport capacity

UNITED STATES

This list is based on the American forces that fought in Western Europe from D-Day to the surrender of Germany. By this time the US army had already gained considerable combat experience in Africa and Italy. The troops who fought their way onto the Normandy beaches were well prepared and equipped, and backed up by a logistical system that was second to none. The standard Allied tank, the M4 Sherman, may have lacked both the firepower and protection of its German adversaries, but in the hands of American crews, and driven onwards by confident generals like Patton, its shortcomings were overcome by sheer verve and aggression. American doctrine regarded tanks as essentially breakthrough weapons, hence favouring a general-purpose tank gun not otherwise ideal for taking on other tanks. That role was left to anti-tank guns and tank destroyers such as the M10, the M18 Hellcat, and M36 Jackson. American infantry were favoured with the self-loading M1 Garand rifle together with a plentiful supply of ammunition, and US troops were generally lavishly equipped and provisioned.

ARMY SPECIAL RULES

FIRE AND MANOEUVRE

The US army's tactical doctrine placed great emphasis on firepower and mobility, and this is reflected in the armament of the standard infantry squad with the self-loading M1 Garand rifle or carbine, and Browning Automatic Rifle (BAR), which could be fired effectively by one man on the move.

To reflect this combination of doctrine, armament and plentiful ammunition, US infantry models equipped with M1 Garand rifles/carbines and BAR do not suffer the –1 'to hit' penalty for shooting and moving. This means that these models can be given an *Advance* order to move and then shoot without suffering the usual 'to hit' penalty, making American infantry extremely effective both on the attack and when shifting position in defence.

AIR SUPERIORITY

In the last years of the war, the American army could boast undisputed ownership of the skies. The Luftwaffe was no longer able to oppose them, with disastrous consequences for their troops and the columns of armoured vehicles that were constantly hammered by low-flying attacks by USAAF aircraft.

A US forward air observer unit can call an air strike twice instead of once per game.

TYPES OF UNIT

The list is divided into categories as follows.

1	Infantry	Headquarters units
		Infantry squads and teams
2	Artillery	Field artillery
		Anti-tank guns
		Anti-aircraft guns
3	Vehicles	Tanks
		Tank destroyers
		Self-propelled artillery
		Anti-aircraft vehicles
		Armoured cars
		Transports and tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a first or second lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical unite and supporting observers.

OFFICER

Prior to the invasion of France, front-line officers went through vigorous training with their regiments both in the US and Britain, although initially many were obviously lacking in combat experience. Such experience came very quickly for all ranks, and so we allow US officers to be inexperienced, regular or veteran.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle/carbine as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the fire of remote heavy artillery batteries or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position. Note that the US air forward observer can call two airstrikes during the game to represent overwhelming American air superiority.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle/carbine as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

The average American soldier was keen to do his bit to defend his country and uphold its democratic values. Vast numbers of recruits came through boot camp to join those already fighting, and hard physical training combined with plentiful and well-made equipment meant they usually hit the ground running. Although sometimes lacking in individual experience, by this stage in the war it would be wrong to rate any American troops as 'green', with raw troops now often benefiting from the leadership of experienced men and officers.

REGULAR INFANTRY SQUAD

The American infantry squad had an authorised strength of 12 men: an NCO (usually a staff sergeant or sergeant) armed with a submachine gun, M1 Garand rifle or carbine; 10 riflemen carrying M1 Garand rifles; and a man armed with BAR (Browning Automatic Rifle). This could be divided down and would often be under strength, and we allow the unit to be built up from five men to represent this. Anti-tank weaponry took the form of rifle grenades fired by a special grenade launcher attachment for the Garand, which could also fire fragmentation and smoke grenades. In reality only a portion of men would be armed with the launcher attachment but we allow the entire squad to count as armed with anti-tank grenades for practical purposes.

Cost	Regular Infantry 50pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional men with rifles at +10pts each - The NCO and up to 1 man can have a submachine gun instead of rifles for +3pts each - Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

The 17th Airborne Division lands on the Rhine, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 13: The M1 Carbine

RANGERS, AIRBORNE, MARINES OR VETERAN INFANTRY SQUAD

The US airborne divisions gained a reputation for tenacity in the face of overwhelming odds even when surrounded. The 101st Airborne saw action in multiple battles from D-Day to Berlin. American Rangers – comparable to British Commandos – were given the most dangerous missions, often leading the attack or advancing into position to secure important objectives prior to an attack. They are armed with the same combination of weapons as regular US infantry, though often with a higher portion of automatic weapons and carbines. Rangers and airborne troops also made use of the Gammon bomb against enemy armour.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles/carbines
Options	- Add up to 7 additional men with rifles or carbines at +13pts each - The NCO and up to 4 men can have a submachine gun instead of rifles for +3pts each - Up to 2 men can have BAR automatic rifles instead of rifles for +5pts each - The entire squad can be given anti-tank grenades (Gammon bomb) instead for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

INEXPERIENCED INFANTRY SQUAD

With the constant need to replace troops lost in action, raw recruits sometimes outnumbered the more experienced members of a squad or platoon. Though not lacking in confidence, the enthusiasm of these raw troops was not always matched by their ability in the field. Some regiments suffered such heavy losses in early fighting that they were understandably reluctant to re-join the fight subsequently. To represent these raw units we rate them as inexperienced. These units would be armed in the standard fashion as other US troops.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional men with rifles at +7pts each - The NCO and up to 1 man can have a submachine gun instead of rifles for +3pts each - Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

.30 CAL MEDIUM MACHINE GUN TEAM

The M1919 Browning was a multi-purpose medium machine gun that appeared in both air and water-cooled versions. Each infantry company included a platoon of machine guns, which would be used to provide fire support to individual infantry platoons when required. The relatively large number of these weapons available at company level means that a US army can include a higher proportion of medium machine guns than other armies. As noted below, up to three machine guns can be included in each reinforced platoon, rather than just one.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team weapon - Fixed - Extra selection – you may take up to three .30 Cal MMGs as one selection in each reinforced platoon

BAZOOKA TEAM

This recoilless anti-tank weapon fired a rocket-propelled grenade with a shaped charge that could penetrate up to 120mm of armour. Using a bazooka required some courage, as it was necessary to get close to the target to get a clean hit. When the bazooka fired it left a clearly visible smoke trail giving away the bazooka's position to return fire.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	2 men
Weapons	1 bazooka
Special Rules	- Team weapon - Shaped charge

SNIPER TEAM

US sniper training before World War II was non-existent. When it became apparent that snipers were needed training began in earnest. Snipers could be armed with the M1 Garand, but the bolt-action Springfield was often favoured for its longer range and accuracy; in both cases, rifles carried telescopic sights.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

The battered bastards of Bastogne

81MM MEDIUM MORTAR

The 81mm M1 mortar was developed from a French design. The 136-pound M1 was designed to be man-portable when broken down into three components, the tube, the bipod mount, and the round base plate, each weighing about 45 pounds. The rectangular base plate allowed for firing in any direction. It could be used at ranges of 200 to over 3,000 yards with the M43A1 HE ammunition.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add Spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

FIELD ARTILLERY

The American army was well provided with artillery from the lightweight 75mm pack howitzer to the larger 105mm and 155mm howitzers including the famous 'Long Tom'. These were towed by a variety of prime movers including heavy trucks and artillery tractors.

75MM HOWITZER

The 75mm howitzer was used primarily by US airborne divisions, each with somewhere between 36 and 60 pieces. They were used to provide close-range infantry support in most operations. Its design allowed it to be ideally suited to all terrains and environments, being able to be pulled by jeeps or even pack animals.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

By the later war the 37mm anti-tank gun had been replaced by the 57mm gun, a version of the British 6-pdr, but 37mm weapons continued to be employed as support weapons and had the advantage that they could be towed by a jeep or light truck.

57MM ANTI-TANK GUN

This was the primary anti-tank gun used during the war and was a development of the British 6-pdr anti-tank gun. Initially, only armoured piercing ammunition was issued, but following the Normandy campaign high-explosive shells finally reached the battlefield. US airborne command rejected the need for 57mm guns, saying they were not fit for landing by glider. When they were given the almost identical British 6-pdrs they soon found a place in the divisions, calling guns supplied from both sides 57mms.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

ANTI-AIRCRAFT GUNS

The most common anti-aircraft gun used by the US army was the Bofors 40mm.

37MM M1A2 ANTI-AIRCRAFT GUN

The M1A2 anti-aircraft gun was introduced in 1938. It had an impressive rate of fire of 120 shots per minute and a range of around 3,000m. More than 700 of the M1A2 with its four-legged platform were built. It was replaced by the 40mm Bofors M1 of which over 34,000 were made. The Bofors model had a three-metre barrel, a 360° traverse and an elevation of –4° to 90°.

Cost	48pts (inexperienced), 60pts (Regular), 72pts (Veteran)
Team	4 men
Weapons	1 platform-mounted heavy automatic cannon
Special Rules	- Team weapon - Fixed - Flak

TANKS

At the start of the war America had little experience of tank production, but considerable expertise at general automotive mass production that would soon be turned to war work. This ability to produce vast quantities of arms and munitions was to prove decisive, and nowhere more so than in the field of tank manufacture. Not only was the sheer rate of production sufficient to equip US and Allied needs, but American built tanks invariably had excellent engines and reliable mechanics, which is more than can be said for many of the tanks in service with other nations at the time. US doctrine called for tanks to be general purpose fighting vehicles, light and fast enough to exploit a breakthrough, and armed with a general purpose gun to support infantry. This thinking led to the Sherman – the principal tank of the late war – being under-gunned compared to German tanks which in theory the Sherman was never designed to confront (that role being left to specialised tank destroyer units).

Streetfighting in Aachen, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 181: Siegfried Line 1944–45

M5 STUART

US tank battalions included three companies of M5 light tanks for reconnaissance purposes and infantry support. With only thin armour and a 37mm gun, the M5 was outclassed by German tanks, but it continued to serve until the end of the war and was much liked for its reliability. It was also used as the basis for numerous variants, including command tanks, turretless reconnaissance versions, and various gun carriages.

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have additional pintle-mounted HMG on top of turret for +25pts

M4 SHERMAN 75MM

The M4 Sherman was very reliable, easily maintained and made in huge quantities in a number of different production versions. It quickly became the standard tank of the US and British armies and over 55,000 were produced. All Shermans deployed in Normandy in June 1944 were equipped with 75mm guns – a general-purpose weapon developed from a field gun. This gun lacked the armour penetration of German anti-tank guns of the same calibre, but it had an excellent high explosive shell and even an anti-personnel canister round for close range fire support, although this saw more use in the Pacific theatre. Shermans equipped with 105mm howitzers were also available to provide close fire support and smoke, and these are given here as an option.

Cost	156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts - May exchange 75mm medium anti-tank gun for 105mm medium howitzer at no extra cost
Special Rules	- Easily catches fire: if a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test - HE – instead of using the 1" template, a Sherman's HE rounds use the 2" template (75mm gun tanks)

M4 SHERMAN 76MM

The need for an up-gunned Sherman was becoming increasingly apparent even before the invasion of Europe. To this end a new 76mm anti-tank gun had been developed that was designed to have a comparable performance to the German KwK40. Although the US already possessed a weapon of this calibre – the 76mm M7 or '3-inch' gun – this was too heavy and cumbersome to fit into a tank turret. The new gun, fitted into a new and larger turret, enabled US crews to confront their adversaries on more equal terms. However, despite this, the weapon was not universally liked – lacking the powerful high-explosive round of the 75mm gun.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts
Special Rules	- Easily catches fire: if a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

TANK DESTROYERS

US tactical doctrine maintained that enemy tanks should be countered by anti-tank guns, whether crew-served weapons such as the 57mm gun or weapons mounted in mobile tank destroyers (TDs). As a result, the US army was equipped with a number of tank destroyers armed with effective anti-tank guns in open lightly armoured turrets. This arrangement enabled a larger calibre weapon to be carried than in a tank turret, but tank destroyers were not tanks despite their appearance, and armour protection was weak. Tank destroyer crews relied instead upon mobility to 'shoot and scoot', often setting up behind cover from where they could ambush enemy tanks as they approached.

M10 TANK DESTROYER

The M10 was the most common tank destroyer in use by the American forces during World War II. It was also used by the British who equipped it with the 17-pdr gun as the Achilles. The M10 carried a 76mm (3 inch) anti-tank gun in an open turret.

Cost	144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- Open-topped

US M10 Tank Destroyer

SELF-PROPELLED ARTILLERY

Close support self-propelled artillery was provided by the M7 Priest, which was armed with a 105mm howitzer. Although a few larger M12 howitzer gun carriages were available, US doctrine was to use these for long-range fire support.

M7 PRIEST

The M7 Howitzer Motor Carriage – known by the British as the Priest on account of its distinctive pulpit style machine gun mount – was intended to provide front-line artillery support for fast-moving armoured divisions. It was a very successful vehicle and served during the European campaign. Although built on a Sherman body, with its more lightly armed superstructure and open cab we rate it with a defence value of 8+.

Cost	128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons	1 forward facing medium howitzer and 1 pintle-mounted HMG with 360° arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open-topped

US M7 Priest Self-Propelled Gun

ANTI-AIRCRAFT VEHICLES

The Allies had less need of specialised anti-aircraft vehicles towards the late war as Allied aircraft dominated the skies above Europe. Vehicles intended to provide protection against enemy aircraft were often pressed into service against ground targets.

M16 ANTI-AIRCRAFT CARRIAGE

The M16 was a variant of the M3 that featured a quad-mounted .50 HMG or the Bofors 40mm automatic cannon. They were employed across Europe but are best known for their contribution to the fighting over the Rhine crossing at Oppenheim. As German planes attempted to destroy the bridge over the Rhine and deny it to the enemy, M16s kept the enemy at bay and brought down almost a third of the opposing aircraft.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	4 platform-mounted HMGs
Damage Value	7+ (armoured car)
Options	- May exchange all HMGs with a Bofors 40mm heavy automatic cannon for a reduction of –40pts
Special Rules	- Open-topped - Flak

ARMOURED CARS

In American service armoured cars were used exclusively for command and reconnaissance, fulfilling a role analogous to that of light cavalry in an earlier era. They were not really combat vehicles and were very lightly armoured. Despite this they were capable of holding their own against their German equivalents. Only one armoured car was used by the Americans in the latter part of the war in Europe – the M8. Jeeps and light trucks were often used in the reconnaissance role, as were M5 tanks and M3 Half-tracks.

M8 GREYHOUND AND M20 ARMOURED CAR

The M8 was a 6-wheel drive light armoured car used in support of armoured columns throughout the campaign in Western Europe. In British service it was known as the Greyhound. Although very lightly armoured this was compensated for by a considerable turn of speed and generally capable performance. Its main armament of the 37mm anti-tank gun was backed up by a .30 calibre co-axial machine gun, and later versions had a .50 calibre machine gun fixed to the open turret.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	1 light anti-tank gun and co-axial MMG in an open turret
Damage Value	7+ (armoured car)
Options	- May add an additional pintle-mounted HMG with 360° fire for +25pts - May instead replace the light anti-tank gun and co-axial MMG with a pintle-mounted HMG with 360° fire (M20 variant) for a reduction of –30pts
Special Rules	- Open-topped - Recce

US M8 Greyhound Armoured Car

TRANSPORTS AND TOWS

The American automotive industry was ideally placed to produce jeeps and trucks in vast quantities and a range of sizes from the tiny jeep to massive trucks and tractors capable of towing the largest artillery pieces. A representative section is included here and will prove adequate for our immediate needs.

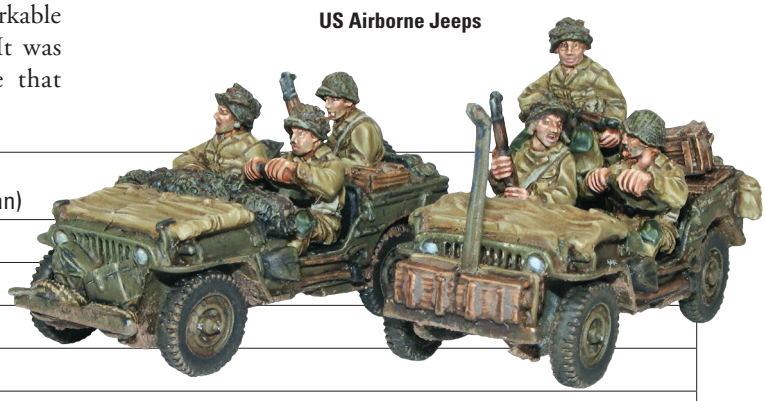
2½ TON TRUCK

Sometimes referred to as the 'deuce and a half' or 'jimmy', the two and a half ton truck was the standard US general purpose army cargo truck used for haulage as well as troop transportation and as a prime mover for howitzers and anti-tank guns. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti-aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer, light or heavy AA gun
Options	- May have a pintle-mounted MMG for +15pts - May upgrade the MMG to a HMG for +10pts

JEEP

The four-wheel drive jeep was one of the most remarkable and useful vehicles to emerge during the war. It was rugged and adaptable with a powerful engine that enabled it to tow a light anti-tank gun.



US Airborne Jeeps

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Transport	3 men
Tow	Light anti-tank gun
Options	- May have a pintle-mounted MMG for +15pts, losing all transport capacity - May upgrade the MMG to a HMG for +10pts

M3 HALF-TRACK

The M3 and very similar 'export' M5 half-tracks were designed as armoured personnel carriers although they were later adapted to a variety of other roles including weapons carrier, platforms for anti-aircraft guns, and even a tank destroyer.

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	1 pintle-mounted HMG with 360° arc of fire
Damage Value	7+ (armoured carrier)
Transport	12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer, light or heavy AA gun
Options	- May add up to three additional pintle-mounted MMGs (1 covering the left arc, 1 covering the right arc and 1 covering the rear arc) for +15pts each
Special Rules	- Open-topped

LVT AMPHIBIOUS TROOP TRANSPORT

The LVT (Landing Vehicle Tracked) series was developed to provide a fully amphibious troop transport for beach assaults in the Pacific theatre. These vehicles were armed with machine guns and could transport two fully equipped squads of marines. After their introduction during the battle of Tarawa, new, armoured versions were developed alongside fire-support variants. The name 'Water Buffalo' was used to describe them – in British usage this became simply 'Buffalo'.

Cost	78pts (Inexperienced), 98pts (Regular), 118pts (Veteran)
Weapons	2 pintle-mounted MMGs (1 covering the forward and left arcs, and 1 covering the forward and right arcs)
Damage Value	6+ (soft-skinned)
Transport	24 men
Options	- May upgrade the 2 MMGs to HMGs for +20pts for the pair - May add 2 pintle-mounted MMGs (1 covering the rear and left arcs, and 1 covering the rear and right arcs) for +30pts for the pair
Special Rules	- Amphibious

A US M21 mortar carrier lets loose another salvo

GREAT BRITAIN

This list is based on the troops and equipment of the British and Commonwealth forces during the war in Western Europe from D-Day to the fall of Berlin. In addition to the substantial numbers of British, Canadian and other Commonwealth forces, the army included two corps of Polish troops equipped identically to other Commonwealth units. By this stage in the war the British army had gained considerable experience of modern warfare in the Mediterranean, Italy and elsewhere, and British troops were generally well led and tenacious. They were backed up by effective artillery, and British tactical doctrine emphasised the use of preparatory bombardment together with smoke and long-range covering fire.

ARMY SPECIAL RULES

ARTILLERY SUPPORT

British forces were supported by well-coordinated gun batteries and were able to call down fire to support an attack or discourage the enemy's advance.

British armies can include 1 regular artillery forward observer for free.

BOMBARDMENT

British tactical doctrine called for extensive preparatory bombardment prior to any attack.

When rolling for the effects of a preparatory bombardment instead of rolling one die on the results chart for each enemy unit (see page 131), roll two dice and choose the best result.

TYPES OF UNIT

The list is divided into categories as follows.

1	Infantry	Headquarters units
		Infantry squads and teams
2	Artillery	Field artillery
		Anti-tank guns
		Anti-aircraft guns
3	Vehicles	Tanks
		Tank destroyers
		Self-propelled artillery
		Anti-aircraft vehicles
		Armoured cars
		Transports and tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a first or second lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

The middle ranks of officers were almost invariably drawn from the upper-middle classes: educated in the public schools, instilled with the values of empire, and imbued with a sense of confidence, duty and resolve that is difficult to conceive of today. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Officers can be rated as inexperienced, regular or veteran.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position. Note that the British army can include one regular artillery forward observer for free to represent the close coordination of artillery at a tactical level.

Cost	- Artillery Forward Observer Free/100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

British troops assault Japanese bunkers, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 229: Kohima 1944

INFANTRY SQUADS AND TEAMS

The British soldier had a massive reputation to live up to: steadfast in the face of the enemy and forming a vital part of a well-oiled fighting machine. His equipment was effective and practical, even if the standard weapon – the Lee-Enfield .303 – had served his father in the previous war. None the less, it was an effective and rugged weapon. It was ideally suited to British fire methods based on rapid, aimed single shots.

REGULAR INFANTRY SECTION

A British infantry squad was referred to as a section. It normally consisted of ten men and was divided into a separate rifle group and Bren group. Each section was led by a corporal armed with a Sten submachine gun and included a lance corporal who was in charge of the Bren group. All the section members apart from the corporal carried ammunition for the Bren – 700 rounds in 25 magazines in all. In addition, all men carried grenades.

Cost	Regular Infantry 50pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional soldiers at +10pts each - The NCO and another soldier may have a submachine gun for +3pts each - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

COMMANDOS, CHINDITS, ROYAL MARINES, AIRBORNE OR VETERAN INFANTRY SECTION

Commandos and paratroopers played a vital role in ensuring the landings at Normandy went to plan. The 6th Airborne division led the way by securing vital positions on the first day of the invasion. Paratroops then carried the fight through the Ardennes and were involved in the crossing of the Rhine into Germany. In addition to these elite forces many of the formations involved in the fighting in Europe were veterans of the African and Italian campaigns – not least the Poles. Although armed in the standard fashion, special forces units would often include a higher number of submachine guns and might substitute the Bren gun for comparable weapons such as the Vickers VGO. Any of these units can be built up as follows.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional soldiers at +13pts each - The NCO and up to four other soldiers may have a submachine gun for +3pts each - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

SAS and LRDG patrols deep behind enemy lines

INEXPERIENCED INFANTRY SECTION

Conscription helped fill the ranks of the British army, and by 1944 males between the ages of 18 and 51 were being conscripted to fulfil roles throughout the armed forces. Training was always good but many were understandably reluctant warriors, often joining battalions that had suffered terrible losses in action. On the whole, the western Allies were never obliged to commit scratch forces or militia to battle, as were the Germans toward the end of the war, so such troops would be a rarity. We allow an inexperienced section to be constructed as follows.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional soldiers at +7pts each - The NCO may have a submachine gun for +3pts - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

MACHINE GUN TEAM

A .303 Vickers water-cooled machine gun offered fire support to infantry units. This was another weapon of World War I vintage that soldiered on through World War II and beyond, proving extremely effective at laying down continuous fire over range. A typical team consisted of a lance corporal gunner, a loader and an ammunition bearer.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team weapon - Fixed

PIAT TEAM

The PIAT launcher was the British equivalent of the American bazooka. It had the same role as the main hand-held anti-tank weapon amongst infantry formations. The PIAT (Projector Infantry Anti-Tank) was developed from a spigot mortar design and fired a shaped charge missile with an effective range of 100 metres against armoured targets.

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)
Team	2 men
Weapons	1 PIAT
Special Rules	- Team weapon - Shaped charge

SNIPER TEAM

Snipers were armed with a SMLE No.4 Rifle equipped with a No.32 Mk.1 telescopic sight. They carried 50 rounds of ammunition, five tracer rounds and five armour-piercing rounds. Two No.36 Mills bombs or No.77 smoke grenades were also carried along with binoculars and a camouflage net.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

MEDIUM MORTAR TEAM

The 3" mortar was used to provide support from long range. It weighed 60kg but had a range of up to 2500 metres dependent upon the projectile used. The 3" mortar was operated by a crew of 3 and could be transported in a Universal Carrier.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add Spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

A British Army 17-pdr anti-tank gun prepares to fire

FIELD ARTILLERY

British artillery was both effective and numerous, with the smaller and mid calibre weapons providing well-coordinated close range support. The 25-pdr is probably the iconic artillery piece of the war and would serve in the British army for many years afterwards. Artillerymen were well trained and in many respects an elite force, so we treat all British gunners as regular or veteran.

LIGHT ARTILLERY

The standard British field gun of World War II was the 25-pdr gun–howitzer, a versatile weapon with a calibre of 3.45 inches (87.6mm). This was the weapon used in overwhelming numbers in Western Europe, although the 3.7-inch (94mm) mountain howitzer was also deployed in the Netherlands and the Ruhr by units originally equipped for mountain fighting in Greece. Some airborne units used a lightweight version of the same weapon. We categorise the 25-pdr as a light field gun for our purposes, although it was really an intermediate type capable of providing close range support and longer-range indirect fire.

Cost	50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

The 8th Army advances, by Steve Noon © Osprey Publishing Ltd. Taken from Warrior 160: Desert Rat 1940–43

ANTI-TANK GUNS

QF 6-PDR

The QF 6-pdr (QF stands for 'quick firing') was the standard anti-tank gun employed by British infantry formations in Western Europe. It was an effective anti-tank weapon, and by 1944 crews carried improved ammunition including tungsten-cored APDS shells that substantially improved the penetrating power of the 6-pdr shot. Although HE shells were available the limited size of charge meant they were relatively ineffective, making the 6-pdr less than ideal as a tank gun and leading to the development of the 75mm weapon used in British tanks such as the Cromwell and Churchill.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Team weapon - Fixed - Gun shield

ANTI-AIRCRAFT GUNS

The most common anti-aircraft gun used by the British army was the Bofors 40mm.

40MM BOFORS GUN

The 40mm Swedish-designed Bofors was an enormously successful design, seeing service on both sides of the battlefield. It was the main medium anti-aircraft weapon of the British forces throughout the war. The robust and reliable design could be used as both an anti-aircraft weapon and against ground targets with equal effectiveness. As the British developed their doctrine of night assaults it was also employed to mark cleared lanes in minefields, firing tracer on fixed lines to orient the advancing troops.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team	4 men
Weapons	1 platform-mounted heavy automatic cannon
Special Rules	- Team weapon - Fixed - Flak

TANKS

British tank design lagged behind that of the other main combatants of World War II. Engine development suffered from much industrial production being given over to aircraft manufacture. This shortfall was made up with American built tanks, which by D-Day included the M4 Sherman and M5 Stuart. The British Cromwell tank was comparable in performance to the Sherman 75mm, but there were never enough. Only at the very end of the war did a tank appear that was at least comparable to those of the enemy, with the Comet.

British Cromwell Cruiser Tank

CROMWELL

The Cromwell was a competent all-round tank with a high turn of speed that made it the ideal tank for armoured reconnaissance regiments. Its protection was respectable (76mm frontal armour) and its main gun was an adequate 75mm weapon with good all-round capability that used the same ammunition as the American 75mm equipped Sherman. The Cromwell gradually replaced American built Sherman tanks in British service. A variant of the design was the Centaur, basically an early version of the Cromwell with a different engine, the only type used in Normandy was equipped with a 95mm howitzer and used by the Royal Marines to provide close-range support (CS).

Cost	156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and 1 hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- Substitute 75mm medium anti-tank gun for 95mm medium howitzer to create Centaur CS, for no cost
Special Rules	- HE – instead of using the 1" template, a Cromwell's HE rounds use the 2" template (75mm gun tanks)

SHERMAN FIREFLY

The Firefly was a conversion of the Sherman V – it was designated the VC with 'C' indicating that it was armed with a 17-pdr gun. The 17-pdr was a formidable anti-tank weapon, in part due to the large amount of propellant used – twice that of the equivalent US 76mm gun carried by American Shermans. However, this capability came with a price; the 17-pdr shells were large and to create space for ammo stowage the hull machine gun position was deleted. The recoil on the 17-pdr necessitated a modified turret, and the blast of the gun was said to be fearsome – often kicking up so much dust as to make visibility difficult and concealment impossible. The proportion of Fireflies in a typical Sherman troop increased steadily, consisting of 1 Firefly to every 3 Sherman Vs at the time of the Normandy campaign, and 2 Fireflies to 2 Sherman Vs by 1945, once a satisfactory HE shell had been developed for the 17-pdr.

Cost	244pts (Inexperienced), 305pts (Regular), 366pts (Veteran)
Weapons	1 turret-mounted super-heavy anti-tank gun with co-axial MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- Easily catches fire: if a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

TOP SECRET

AMERICAN VEHICLES IN BRITISH SERVICE

Stuart and Sherman 75

British armour divisions made ample use of the M5 Stuart and the M4 Sherman tanks (armed with the 75mm main gun). You can field these two types of tanks in your force, using the profiles found in the US army list on page 166.

British Sherman Firefly Vc

CHURCHILL

The Churchill was one of the heaviest Allied tanks of the war. It was designed as an infantry tank with very heavy armour, resulting in a tank that was very slow. However, its long track base meant it was very manoeuvrable and could often cross ground that was too steep or difficult for lighter tanks. By the time of the fighting in Western Europe, the Churchill had been up-armed with the British version of the 75mm gun as also used in the Cromwell. The Churchill was used in a supporting role and provided the Allies with a much-needed heavy tank that could withstand many – though not all – German anti-tank weapons. As well as the basic 75mm gun tank we shall make allowance for the CS (close support) version armed with a 95mm howitzer, and the formidable Churchill Crocodile flamethrower tank. The Churchill was also used as the basis of a variety of engineering vehicles in the form of the Churchill AVRE. These are numerous and are therefore covered in the full British and Commonwealth supplementary army lists.

Cost	212pts (Inexperienced), 265pts (Regular), 318pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and 1 hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- Crocodile variant – may replace the hull-mounted MMG with a flamethrower for +40pts - May replace the 75mm medium anti-tank gun with a 95mm medium howitzer at no cost
Special Rules	- Slow - HE – instead of using the 1" template, a Churchill's HE rounds use the 2" template (75mm gun tanks)

British Crocodile Flamethrower Tank

TANK DESTROYERS

The British used considerable numbers of the standard M10 but considered its gun inadequate when it came to taking on German tanks at long range. This led to the development of two specialist tank destroyers armed with the 17-pdr: the Archer and the Achilles. As self-propelled artillery pieces, tank destroyers were operated by the Royal Artillery and we have rated crews as regular or veteran in keeping with the generally good quality of British artillerymen. Anti-tank regiments combined tank destroyers and towed 17-pdr guns, using the latter in static defence, and the former as mobile anti-tank guns that could be rapidly deployed and moved in the face of any enemy attack.

M10 WOLVERINE

The M10 carried the 76.2mm (3 inch) M7 anti-tank gun in an open turret – it was identical to the vehicle used by US forces.

Cost	180pts (Regular), 216pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- Open-topped

SELF-PROPELLED ARTILLERY

Self-propelled artillery was provided by the M7 Priest and the British version, the Sexton, which had a 25-pdr gun in place of the US 105mm weapon. In British use these weapons were employed to provide ranged support, and they were not normally engaged on the frontline.

M7 PRIEST

The M3 Howitzer Motor Carriage – known by the British as the Priest on account of its distinctive pulpit style machine gun mount – was intended to provide front-line artillery support for fast-moving armoured divisions. It was a very successful vehicle and served during the European campaign. Although built on a Sherman body, with its more lightly armed superstructure and open cab we rate it with a defence value of 8+.

Cost	128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons	1 forward facing medium howitzer and 1 pintle-mounted HMG with 360° arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open-topped

ANTI-AIRCRAFT VEHICLES

The Allies had less need of specialised anti-aircraft vehicles towards the late war as Allied aircraft dominated the skies above Europe. Vehicles intended to provide protection against enemy aircraft were often pressed into service against ground targets.

CRUSADER AA

The Crusader tank was obsolete long before the Normandy campaign, but some vehicles were converted into flak tanks armed with two 20mm autocannons or a single 40mm autocannon in an open turret. With the Luftwaffe all but grounded by overwhelming Allied air superiority the need for such vehicles receded as the war wore on, and it is doubtful if they saw much action. None the less we shall take precautions and allow for them in our armies.

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 heavy autocannon in open turret
Damage Value	8+ (light tank)
Options	- May replace the 40mm autocannon with two 20mm light autocannon in enclosed turret for +25pts
Special Rules	- Flak - Open-topped (40mm version only)

ARMOURED CARS

HUMBER AND DAIMLER LIGHT ARMOURED CARS

During the fighting in Western Europe two designs of British armoured car were employed, both with practically identical armour, performance, and weaponry. These were the Humber and Daimler. The Humber armoured car was armed with an American 37mm gun and the Daimler had a 2-pdr. Both were used by reconnaissance regiments and were only lightly armoured, relying on speed to avoid more heavily armed enemy.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG
Damage Value	7+ (armoured car)
Special Rules	- Recce

TRANSPORTS AND TOWS

TRUCKS

British trucks were military adaptations of civilian trucks such as the Bedford, CMP (Canadian Military Pattern), Austin, and Morris. They were produced in a variety of sizes, as general-purpose cargo trucks, troop transports, artillery tows, and for a variety of special purposes. We shall not differentiate between one type of truck and another. Trucks were sometimes armed with a pintle-mounted machine gun, primarily for anti-aircraft defence, and we include the option here.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	- May have a pintle-mounted MMG for +15pts - May upgrade the MMG to a HMG for +10pts

TOP SECRET

AMERICAN VEHICLES IN BRITISH SERVICE

LVT Buffalo

The British made ample use of the LVT amphibious armoured transport 'Buffalo'. You can field these vehicles in your force, using the profiles found in the US army list on page 166.

JEEP

Jeeps were used by the British much as in the American army in the role of light transports and command vehicles. Although capable of towing a light anti-tank gun (the US 37mm, for example) no such weapon existed in the British arsenal at the time.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	3 men
Tow	Light anti-tank gun
Options	- May have a pintle-mounted MMG for +15pts, losing all transport capacity - May upgrade the MMG to a HMG for +10pts

BREN CARRIER

The Bren or more properly Universal Carrier was a fully tracked weapons and personnel carrier. It was often used to transport a machine gun and its crew and its ability to turn rapidly made it useful in the reconnaissance role too. It was also used as an artillery tractor for the 6-pdr gun.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	1 forward facing LMG firing to the front arc
Damage Value	7+ (armoured carrier)
Transport	5 men
Tow	Light or medium anti-tank gun
Options	- Replace transport capacity with forward facing MMG (Vickers MMG carrier)
Special Rules	- Open-topped - Recce - Turn on the spot – the universal carrier can turn on the spot enabling it to execute a full speed *Run* rate 'reverse' finishing the move facing in direction of travel

SOVIET UNION

This list is based on the troops and equipment of the Soviet forces during the latter part of the war in North and Eastern Europe. It covers roughly from the summer offensive of 1944 (Operation *Bagration*) until the surrender of Berlin in May 1945. The Soviet Red Army was the largest of all the combatants' armies. By this stage in the war it had become a formidable fighting force that included its fair share of elite and experienced troops and commanders, as well as massed formations of conscripts of the kind that had characterised the Soviet army in former years. Soviet equipment was rugged and practical, built to endure the harsh Russian winters and the handling of barely trained Russian troops. It included probably the best all round tank of the war: the T-34. The Russians also possessed some of the most effective artillery of the war, including long-ranged guns, and the notorious multiple-rocket launcher known to the Germans as 'Stalin's Organ'.

ARMY SPECIAL RULES

THE GREAT PATRIOTIC WAR

Throughout the war Russian forces endured a rate of casualties unimaginable in the West and which would undoubtedly have broken a people less inured to hardship and sacrifice.

Whenever a unit of infantry or artillery models fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all infantry and artillery units, including HQ units that would otherwise be destroyed if they failed a morale check. Note that this rule only applies to infantry and artillery, and not to tanks or other vehicles.

QUANTITY HAS A QUALITY ALL OF ITS OWN

If you have more men than they have bullets, they will eventually run out of ammunition.

To represent the vast manpower available within the Soviet Union, the Russian army gets a free 12-man squad of inexperienced infantry, with all of the possible options you have models for.

TYPES OF UNIT

The list is divided into categories as follows.

1	Infantry	Headquarters units
		Infantry squads and teams
2	Artillery	Field artillery
		Anti-tank guns
		Anti-aircraft guns
3	Vehicles	Tanks
		Tank destroyers
		Self-propelled artillery
		Anti-aircraft vehicles
		Armoured cars
		Transports and tows

Soviet armoured engineers pass a lend-lease M10 tank destroyer

HEADQUARTERS UNITS

Each platoon is built upon a core that includes a headquarters unit in the form of a senior or junior lieutenant (the Russian equivalents to first and second lieutenant). Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

An officer unit consists of the officer himself and can include up to two other men acting as his immediate attendants. Officers can be rated as inexperienced, regular or veteran.

Cost	- Second (Junior) Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First (Senior) Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery or rocket batteries or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

The Russian foot soldier has long been celebrated for his ability to endure the worst that the enemy, the Russian winter, and his own superiors could throw at him. As in all armies, there were elite fighting formations as well as scratch units trained in only the most basic way, but because of the sheer size of the Russian army the latter always tended to outnumber the former. Still, the Red Army of the late war was not the disorganised and poorly led force that the Germans had so easily defeated in 1941 – even if its chief advantage was still one of numbers rather than quality.

REGULAR INFANTRY SQUAD

A Russian infantry squad consisted of 11 men led by a sergeant or junior sergeant – the Russian equivalent to a corporal. Each squad included a light machine gun and one of the ordinary squad members would act as its loader – this would usually be the DP (Degtyaryov Pekhotny) machine gun with its distinctive round pan magazine. The rest of the unit carried either bolt-action or semi-automatic rifles or submachine guns, and all would carry grenades.

Cost	Regular Infantry 50pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional soldiers at +10pts each - Any soldiers may have a submachine gun for +3pts each - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

GUARD, NKVD OR VETERAN INFANTRY SQUAD

In the Red Army the title of Guards was awarded to units proven in combat and would therefore tend to denote elite troops. They were certainly given priority when it came to supplies, access to automatic weapons and promotion. They were also given the toughest assignments, often resulting in such a rate of attrition that by the end of the war many Guards units consisted mostly of raw recruits. If the Soviet army was not on the whole an elite fighting force it certainly included its fair share of battle hardened veterans. NKVD (People's Commissariat for Internal Affairs) troops were chiefly used for internal security but could potentially fight on the frontline as they did during the Crimean Offensive in 1944. These formations can be constructed as follows.

Cost	Veteran Infantry 65pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional soldiers at +13pts each - Any soldiers may have a submachine gun for +3pts each - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - 1 soldier can have a (captured) panzerfaust in addition to other weapons for +5pts - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

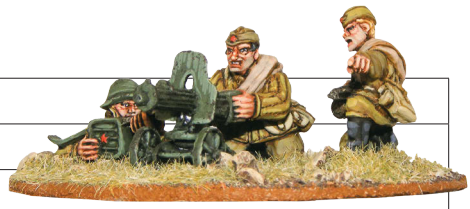
INEXPERIENCED INFANTRY SQUAD

Throughout the war Soviet troops continued to suffer a rate of casualties far exceeding anything endured by any other combatant nation. The demand for new recruits and new formations was therefore great, and no sooner were men equipped and given the most rudimentary training than they were often thrown into the fighting. The sheer size of the Red Army meant that a significant proportion of its troops would be relatively inexperienced. We allow an inexperienced section to be constructed as follows.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 7 additional soldiers at +7pts each - The NCO may have a submachine gun for +3pts - 1 soldier may have a light machine gun for +20pts; another soldier becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - Any inexperienced infantry squads can be Green at no extra cost
Special Rules	- Tank hunters (if anti-tank grenades taken) - Green (if Green option taken)

MACHINE GUN TEAM

The venerable Maxim 1910 model was used throughout the war, the very same weapon that had served in the Great War. It was a capable weapon that could be tripod-, sledge- or wheel-mounted and was often given a useful shield to help preserve the crew. The Maxim was slowly replaced by the newer, lighter but equally effective SG43 model machine gun.



Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Options	- Gun shield (as per the model) – the gun can have a gun shield for +5pts
Special Rules	- Team weapon - Fixed - Gun shield (if fitted) with the same rule as for artillery

ANTI-TANK RIFLE TEAM

Whilst anti-tank rifles fell out of favour in other armies the Russians continued to make good use of the 14.5mm PTRD throughout the war, even going so far as to develop an semi-automatic version, the PTRS 41. Although capable of penetrating the side armour of the lighter German tanks, crews had to get extremely close to do so, and with the more heavily armed German tanks their only chance was to hit through a vision port or other vulnerable spot, or to snipe at exposed crew members. In the later part of the war anti-tank rifles were more often used against lighter targets such as armoured cars and trucks.

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	- Team weapon

MEDIUM MORTAR TEAM

The standard Russian medium mortar of the war was the 82-PM-41 – or 82mm battalion mortar 1941 model. This served alongside the otherwise similar 82mm 1937 model. Both were very effective and accurate weapons with a range of up to 3,000 metres.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add Spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

Christmas Day, 1943, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 291: The Dnepr 1943

SNIPER TEAM

The sniper became synonymous with the Russian army particularly during the sieges of Stalingrad and Leningrad. They were available at company level and worked as teams or on their own. They used telescopic sights on either a bolt-action Moisin–Nagant or Tokarev SVT-40 semi-automatic rifle, and a variety of ammunition that included tracer and armour-piercing rounds. Soviet snipers were renowned for their field craft, stealth and patience, and the most successful snipers each accounted for hundreds of enemy – 489 being the greatest tally recorded by a single sniper.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

FIELD ARTILLERY

The Soviet army deployed artillery in vast numbers and a bewildering variety of sizes, from lightweight infantry guns to huge divisional artillery pieces.

ZIS-3 76.2 MM FIELD GUN

The Russians produced a number of different light artillery guns all of the same 76.2mm (3-inch) calibre, but by the late war the chief weapon was the ZiS-3 divisional field gun – a good all round gun that was used both as a howitzer and against enemy tanks. All of these weapons can be represented as follows.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

Although the 45mm anti-tank gun was practically obsolete by 1945, it would remain in service until the end of the war. More effective by far was the ZiS-2 57mm anti-tank gun that was the standard weapon of anti-tank artillery regiments, and which were also used by the anti-tank platoons of some infantry regiments.

ZIS-2 ANTI-TANK GUN

The 57mm ZiS-2 was developed before the war to provide a weapon capable of facing the heavily armoured tanks that were being developed at the time. It was a rapid firing semi-automatic gun that could shoot up to 25 rounds a minute. The ZiS-2 was not adopted initially; instead anti-tank units persisted with the old 45mm M-42 and 76mm ZiS-3 field guns. However, these weapons were not capable of facing the even heavier tanks being deployed by the Germans, so ZiS-2 production was given the full go ahead. Almost 10,000 were made before the war ended.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

ANTI-AIRCRAFT GUNS

37MM 61-K MODEL 1939

After experimentation with a number of different weapons in the 1930s the Red Army purchased several 40mm Bofors automatic antiaircraft guns from Sweden. The 37mm 61-K Model 1939 was heavily influenced by the Bofors design and became the most common divisional anti-aircraft weapon during the Great Patriotic War. Some 20,000 were produced by 1945.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team	4 men
Weapons	1 platform-mounted heavy automatic cannon
Special Rules	- Team weapon - Fixed - Flak

TANKS

As with all aspects of the Soviet army Russian tanks were produced in vast quantities and the tank produced in greater number than any other was the iconic T-34 – arguably the best all round medium tank of the war. The Russians also used many lend-lease vehicles, including British and American tanks. By the late war most of these had gone apart from the M4A2 Sherman – both the 75mm and 76mm gun version were sent to Russia. Players who wish to include Shermans amongst their Soviet forces can do so using the details provided in the US army lists.

BT-5 AND BT-7 LIGHT TANK

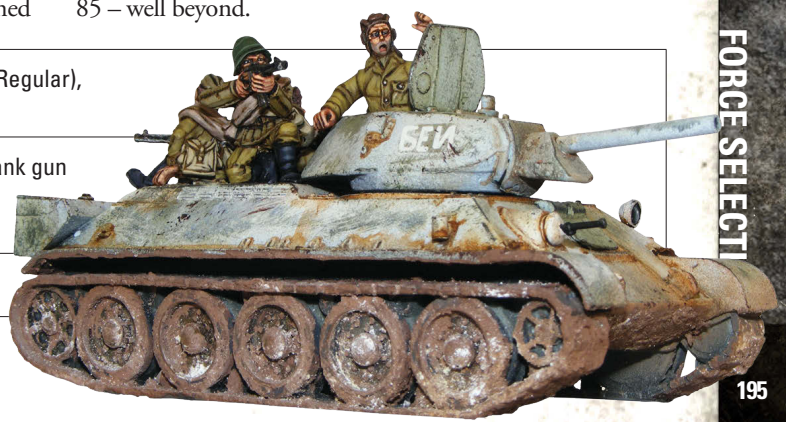
BT stood for Bystrokhodny tank – 'fast/high speed tank' – and were a design of Soviet cavalry tanks that emphasised light weight and high speed.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG
Damage Value	8+ (light tank)
Options	- A BT-7A may replace its light anti-tank gun with a light howitzer for free

T-34/76 MEDIUM TANK

More T-34s were produced than any other tank of the war. It was also continually upgraded with better armour and improved guns, making it a match for the German Panzer IV and a worthy opponent of Panthers, Tigers and heavier German tanks. By 1944 the earlier production version armed with the 76.2mm F-34 gun had been replaced by the T-34/85 armed with an 85mm ZiS-S-53 gun in a larger, three-man turret. However, the earlier tank continued in service, both fighting until the end of the war and – in the case of the T34-85 – well beyond.

Cost	156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (medium tank)



Soviet T-34/76

T-34/85 MEDIUM TANK

The T34/85 was the ultimate version of the T-34 tank. It featured a larger turret that was big enough to accommodate a third crewman. This meant that the commander no longer had to also act as the tank's gunner, which greatly improved combat effectiveness. The 85mm ZiS-S-53 gun restored something of the fighting power to the T-34, which had found itself increasingly out-shot by later German tanks.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (medium tank)

IS-2 HEAVY TANK

The Iosif Stalin tank was designed to replace the old KV heavy tank and was a far better designed machine with thick frontal armour and a huge 122mm gun. This weapon was the A19 gun–howitzer that was also used by the Russian artillery. As an anti-tank weapon it was less potent than its sheer size might suggest. For one thing, it was very slow to fire as the shell and charge were separate, and space within the low IS-2 turret was very cramped – two rounds a minute was about all that could be managed. In its role as a tank gun we treat the 122mm gun as a heavy anti-tank gun but with enhanced HE capability.

Cost	256pts (Inexperienced), 320pts (Regular), 384pts (Veteran)
Weapons	1 turret-mounted heavy anti-tank gun with co-axial MMG, 1 turret-mounted rear-facing MMG, and 1 forward facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	- HE – instead of using the 2" template, an IS-2's HE rounds use the 3" template - Slow load – an IS-2 tank cannot be given an order until at least one other unit on the same side has already been given orders (whether successfully or not)

Soviet IS-2 Heavy Tank

An ISU-122 heavy tank destroyer keep a watchful eye over its lightly armoured brethren

TANK DESTROYERS

The difference between a tank destroyer and self-propelled artillery is somewhat blurred in the Soviet army because most guns were dual purpose – such as the ZiS-3 – and were used as assault guns (short-ranged artillery supporting an infantry attack), self-propelled artillery (for long-ranged indirect fire) and anti-tank guns (engaging enemy tanks with armoured piercing shells). The following types are the closest to true tank destroyers – which is to say dedicated to the destruction of enemy armour with powerful anti-tank guns.

SU-85

The SU-85 was developed as a stop-gap to provide Russian armoured units with a heavy anti-tank gun capable of defeating heavily armoured German tanks such as the Tiger and Panther. It was based on the SU-122 self-propelled gun, itself a development of the T-34 tank with which it shared a basic body. Once the T-34/85 started to become available production of the SU-85 ceased and was replaced with the even more powerfully armed SU-100.

Cost	176pts (Inexperienced), 220pts (Regular), 264pts (Veteran)
Weapons	1 casement-mounted forward facing heavy anti-tank gun
Damage Value	9+ (medium tank)

Urban warfare in Berlin, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 159: Berlin 1945

SELF-PROPELLED ARTILLERY

In April of 1942 the Russians began development of three kinds of self-propelled artillery to support their infantry. These were to become the SU-76, SU-122 and SU-152 carrying light, medium and heavy howitzers respectively. All three were based on existing tank chassis, and later they would be joined by the ISU-152 mounting a heavy howitzer based on the IS-2 tank chassis.

SU-76

The SU-76 was a remarkable weapon that was produced in greater numbers than any other Soviet armoured vehicle aside from the T-34. It was based on the lengthened chassis of the T-70 light tank and featured a duel-purpose 76.2mm ZiS-3 field gun in an open superstructure. It was used as an assault gun, to provide ranged support, and also against enemy tanks – a real all-round vehicle.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 forward facing light howitzer
Damage Value	8+ (light tank)
Special Rules	- Open-topped - Howitzer

KATYUSHA ROCKET LAUNCHER

The multiple rocket launcher mounted onto a truck is one of the most distinctive Soviet weapon of the war. The noise it made led the German to refer to it as 'Stalin's Organ', but to the Russians themselves it was the Katyusha – 'Little Katie'. There were several different types mounting more or fewer rockets, those carrying the most rockets requiring considerable longer to reload. All Katyushas were used for long-ranged bombardment – their mobility enabling them to move quickly after firing to escape the effects of enemy counter-battery fire.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	1 forward facing Katyusha multiple rocket launcher (heavy mortar)
Damage Value	6+ (soft-skin)
Special Rules	- Indirect fire - Multiple launcher

Soviet Katyusha Rocket Launcher

ANTI-AIRCRAFT VEHICLES

Provision of specialised mobile anti-aircraft vehicles in the Soviet army was poor throughout the war and the example given here is the Quad Maxim on Gaz-AAA Truck. By the late war the Soviet air force dominated the skies in the east and there was little need to provide ground forces with mobile anti-aircraft cover.

TOKAREV 4M QUAD MAXIM ON GAZ-AAA TRUCK

The quad-mounted anti-aircraft Maxim was developed in 1930 and tested alongside several other quad, triple and dual mount weapons, before being adopted by the Red Army in 1931. The water-cooled Maxims were heavy to start with, and mounting four of them on a hefty enough pedestal to absorb their recoil produced a weapon that was only suitable for static emplacement or mounting in the back of a truck.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	4 turret-mounted MMGs
Damage Value	6+ (soft-skin)
Special Rules	- Flak

ARMOURED CARS

As with all combatant nations the Russian forces included armoured cars for scouting and sometimes as light support for infantry – especially during street fighting where their small size and manoeuvrability made them especially useful.

BA-64

The tiny BA-64 Bobik ('Bobby') became the standard Russian light armoured car from when it first appeared in 1942 and, despite its rather primitive appearance and thin armour, it continued in service until the 1960s. Its chief drawback was its armament of a single light machine gun in an open turret.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 turreted LMG with 360° arc
Damage Value	7+ (armoured car)
Special Rules	- Recce - Open-topped

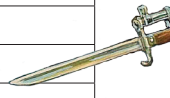
TRANSPORTS AND TOWS

The Russians produced trucks of all sizes from the GAZ staff car and 1½ tonners, to larger ZiS 2 ½ and 3 tonners, and heavy cargo trucks such as the YaG 5 and 8 tonners. The Allies also supplied a tremendous number of vehicles under lend-lease arrangements, the Americans alone supplying nearly half a million vehicles of one kind or another, which were used in all kinds of roles including as tows. British trucks were also supplied in their thousands, including the Bedford 3-tonner, as were Universal or Bren carriers which were used for reconnaissance, as artillery tows, and machine gun carriers. Players wishing to employ these can use the same details as given in the British list.

TRUCK

Trucks come in all shapes and sizes and are as likely to be American as Russian – with even a few British examples supplied during the mid-war period. Most general purpose military trucks come in around the 2½ to 3 ton mark, and would mostly be used to transport cargo or as tows for guns. The GAZ Poltorka (a licensed Ford 1929 model) was the workhorse of the Soviet army throughout the war.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 12 men
Tow	Light howitzer; light or medium anti-tank gun
Options	- May have a pintle-mounted MMG with 360° arc of fire for +15pts



GAZ 'JEEP'

The GAZ 67 command car was inspired by the US-built jeep, which it superficially resembles. The Russians built just under 5,000 by the end of the war – but received more like ten times as many actual jeeps, so either could be included in a Russian army.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	3 men
Tow	Light anti-tank gun
Options	- May have a pintle-mounted MMG for +15pts, losing all transport capacity - May upgrade the MMG to a HMG for +10pts

IMPERIAL JAPAN

This list is based upon the troops and equipment available to the Imperial Japanese army and navy forces throughout the war in Asia and the Pacific. The Japanese army began the war with infantry equipped with bolt-action rifles, light machine guns, grenades and all the paraphernalia of modern warfare. By 1945, desperate soldiers faced tanks with lunge-mines, the militia squads were armed with bamboo spears to defend the homeland, and surrounded troops who were out of ammunition would fix bayonets and charge enemy machine guns rather than surrender or retreat.

ARMY SPECIAL RULES

DEATH BEFORE DISHONOUR

Many Japanese soldiers and officers believed that a display of will through personal sacrifice would win the war for Japan. An appropriate offer in blood would at least ensure a spiritual victory.

Every unit in this list has the fanatics special rule, as described on page 90. In addition, infantry and artillery units automatically pass morale checks for being assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

BANZAI CHARGE

Japanese forces used massed, frenzied charges often with the cry 'Banzai!' These charges were sometimes effective, but more often simply a waste of good men.

If a Japanese infantry unit is ordered to *Run* towards (or assault) the closest visible enemy, any order test for that move is automatically passed, as if the unit had rolled a double one.

All models in the unit must then be moved directly towards one of the models in the target unit, and must make contact with the target unit if possible.

Note that a unit can be ordered to *Run* (or assault) in another direction, but in that case it will follow the normal rules and this rule has no effect.

TYPES OF UNIT

The list is divided into categories as follows.

1	Infantry	Headquarters units
		Infantry squads and teams
2	Artillery	Field artillery
		Anti-tank guns
		Anti-aircraft guns
3	Vehicles	Tanks
		Anti-aircraft vehicles
		Tankettes and Armoured cars
		Transports and tows

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a first or second lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

An officer unit consists of the man himself and can include up to two other soldiers acting as his immediate attendants. Because of the high quality of the majority of Japanese officers we rate them as regular or veteran.

Cost	- Second Lieutenant (Rikugun Shoi) 50pts (Regular), 65pts (Veteran) - First Lieutenant (Rikugun Chui) 75pts (Regular), 90pts (Veteran) - Captain (Rikugun Taii) 110pts (Regular), 125pts (Veteran) - Major (Rikugun Shosa) 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun or rifle as depicted on the models; the officer may also have a sword
Options	- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran); alternatively, a Captain or Major may be mounted on a horse for +5pts, getting the cavalry special rule (see page 89)
Special Rules	- If the officer model is depicted with a sword he has the tough fighter special rule

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such an important position.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, submachine gun, rifle, or assault rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

Japanese troops ambush a patrol of Marauders, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 289: Burma Road 1943–44

INFANTRY SQUADS AND TEAMS

During the initial phase of the Pacific War the Japanese soldier excelled over his enemies. He quickly adapted to jungle fighting that was very different from the kind of warfare he was used to in China and Manchuria. He was supported by a technically advanced air force and transported across the sea by a powerful and modern navy. His opponents appeared badly organised and often indecisive. Everywhere he was triumphant. This period of unrivalled supremacy was not to last.

IJA INFANTRY SQUAD

The Imperial Japanese Army (IJA) formed the largest component of the Imperial Japanese forces and provided the bulk of the manpower. The 'Type B' IJA infantry squad normally numbered 13 men: a NCO (usually a corporal or Go-Cho) armed with a rifle or (rarely) a SMG; 11 riflemen armed with Asikara Type 38 or Type 39 rifles; and a man armed with a Type 96 LMG. 'Type A' squads were larger, including 15 men in total, so the entry below allows you to field either type.

Cost	Regular Infantry 70pts
Composition	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 8 additional men with rifles at +10pts each - The NCO can have a submachine gun instead of a rifle for +3pts - Up to 1 man can have a light machine gun for +20pts; another man becomes the loader - The squad can be given antitank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

IJA VETERAN INFANTRY SQUAD, SNLF, PARATROOPERS

The Japanese army had been engaged in almost constant warfare from 1931. Many officers and men had direct experience of combat prior to 1941. Even replacements and new recruits would find themselves amongst experienced men who could share their hard-won combat skills.

Cost	Veteran Infantry 91pts
Composition	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 8 additional men with rifles at +13pts each - The NCO can have a submachine gun instead of a rifle for +3pts - Up to 1 man can have a light machine gun for +20pts; another man becomes the loader - The squad can be given antitank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

Japanese SNLF Squad

MILITIA SQUAD (LATE-WAR)

Before the war finally ended, the Japanese prepared to resist with whatever weapons they could muster. Whilst as many firearms were issued to those able to use them, others were equipped with nothing more than bamboo spears sharpened into points.

Cost	Inexperienced Infantry 25pts
Composition	1 NCO and 4 men
Weapons	Sharpened bamboo spears
Options	- Add up to 10 additional men with sharpened bamboo spears at +5pts each - The squad can be given rifles for +2pts per man - The squad can be given antitank grenades for +2pts per man
Special Rules	- Militia units are Green - Bamboo spears – models so armed may not shoot by can fight normally in close quarters - Tank hunters (if anti-tank grenades taken)

MEDIUM MACHINE GUN TEAM

The standard Japanese medium machine gun of World War II was the 7.7mm calibre Type 92, introduced in 1932. This was a refinement of the earlier Type 3 machine gun of 6.5mm calibre. Both weapons were based on the French Hotchkiss M1914 machine gun and were air-cooled. The Type 1 – introduced in 1941 – was a simplified and lighter version of the Type 92. To the Allies the Type 92 was known as the 'Woodpecker' on account of its characteristic sound.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team weapon - Fixed

ANTI-TANK RIFLE TEAM

The Japanese introduced the Type 97 anti-tank rifle in 1937. It had a calibre of 20mm and was a semi-automatic weapon with a high rate of fire. It was capable of penetrating up to 30mm of armour, sufficient to deal with most lightly armoured vehicles, including light tanks.

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	- Team weapon

SNIPER TEAM

The jungle provided plenty of opportunity for snipers to make their mark, and the Japanese sniper was well placed with the Type 97 Sniper Rifle with telescopic sight. The rifle was especially suited to use by concealed snipers because its small calibre bullet and long barrel resulted in very little muzzle flash or smoke, enabling the shooter to remain unseen by the enemy.

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 rifle
Special Rules	- Team weapon - Sniper

LIGHT MORTAR TEAM

The Japanese developed a range of grenades that could, by means of separate adapters, be fired from rifles or the Type 10 and Type 89 grenade launchers. These lightweight weapons were effectively light mortars of 50mm calibre, and the Japanese made great use of them for close range support. They were mistakenly referred to as 'knee mortars' by the Allies on the erroneous assumption the curved base-plate was braced against the firer's leg. In fact, they are planted firmly on the ground just like other light mortars.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	2 men
Weapons	1 light mortar
Special Rules	- Team weapon - Indirect fire

MEDIUM MORTAR TEAM

The standard medium mortar of the Japanese forces was the 81mm Type 97 which entered service in 1937. It was a relatively heavy and stable weapons platform, which the Japanese used to great effect to support their infantry.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

The Ichiki Detachment attacks, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 284: Guadalcanal 1942–43

FIELD ARTILLERY

75MM FIELD GUNS

The Japanese army fielded several different types of field guns of 75mm calibre during World War II. The standard weapon, the Type 38, was a venerable old campaigner, having started life as a Krupp 1905 design. The Type 90 was intended to replace it, but many of the older guns soldiered on throughout the war even as the more modern weapons became available.

Cost	44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Team	4 men
Weapons	1 light howitzer
Options	- May add up to 2 loaders for +5pts each
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

Tanks didn't dominate the war in the jungles of south-east Asia or the Pacific as they did the open steppes of Russia. The Japanese never developed specialised heavy anti-tank guns, although field artillery was often used against armour, and the lighter anti-tank guns available were capable of dealing with lightly armoured vehicles.

TYPE 1 47MM ANTI-TANK GUN

The Type 1 47mm anti-tank gun was developed following the Japanese encounter with Russian armour and was the first indigenously developed dedicated anti-tank gun. It lacked the performance of other contemporary weapons of similar calibre, but was deemed sufficiently capable against lightly armoured tanks. By the time it was introduced in 1942, it was therefore already outdated.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

ANTI-AIRCRAFT GUNS

The Japanese had a variety of large calibre anti-aircraft guns, none of which really enter into the realm of a tabletop wargame. Smaller 20mm calibre weapons were supplemented by pintle-mounted machine guns of various types.

TYPE 98 20MM AA GUN

The Type 98 was the most common automatic anti-aircraft cannon used by the Japanese in World War II. It was based on a Hotchkiss design and was introduced in 1938. A more sophisticated weapon was the Type 2 of 1942 based on the German Flak 38 with a central fire-control mechanism and sometimes fitted in a dual mount.

Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Team	3 men
Weapons	1 light autocannon
Options	- May be upgraded to a Type 2 twin AA cannon, increasing its shots from two to four, for +30pts
Special Rules	- Team weapon - Fixed - Flak

TANKS

The Japanese did not produce any tanks of their own until 1929, and the first examples were versions of contemporary British and French models from Vickers, Renault, and Carden-Lloyd. Experience in Manchuria led the Japanese to use Russian armour as a future model. Heavy armour played a minor part in Japan's military strategy, and by the time her armies were obliged to face modern enemy tanks it was already too late. Such tanks as were available were lightly armoured and poorly armed compared to those used by the Allies.

TYPE 95 HA-GO LIGHT TANK

The tiny 7.5 ton Ha-Go was the most numerous armoured vehicle produced by Japan in World War II. Dating from 1933, it was used extensively during the Second Sino–Japanese War and against the Russians at Nomonhan. It was designed as a mobile support tank that could keep pace with truck-borne infantry, and as such it was fast and mobile rather than well armoured. Its 37mm gun was carried in a small turret and loaded and fired by the tank's commander, who therefore had to observe and direct the tank as well as operate its main armament.

Cost	72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun, 1 turret mounted rear-facing MMG, and 1 forward facing hull-mounted MMG
Damage Value	7+ (armoured carrier)
Special Rules	- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an *Advance* order, even if the tank is not pinned. In addition, you can fire either the main gun or the rear-mounted machine gun, but not both in the same turn. - Low velocity light anti-tank gun. The Ha-Go's main weapon counts as a light anti-tank gun, but with a penetration rating of +3 instead of the usual +4.

An Imperial Japanese howitzer prepares to bombard Allied positions

TYPE 97 CHI-HA MEDIUM TANK

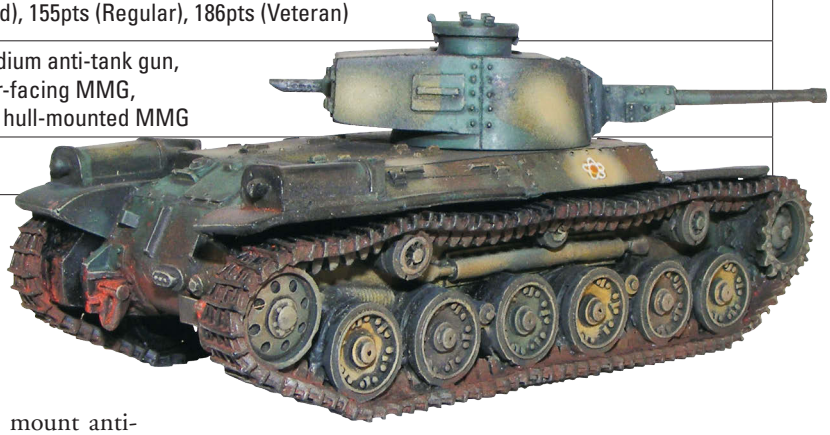
The Chi-Ha of 1937 was Japan's standard medium tank – although with a weight of only 15 tons, excellent speed and mobility, and no more than 33mm of armour on the turret with 26mm on the body of the tank, it would be considered a light tank in any other contemporary army. It was armed with a low velocity 57mm gun intended for infantry support rather than use against other tanks. As with many other Japanese tanks, the turret also featured a rear-facing machine gun.

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light howitzer, 1 turret mounted rear-facing MMG, and 1 forward facing hull-mounted MMG
Damage Value	8+ (light tank)

TYPE 97-KAI SHINHOTO CHI-HA MEDIUM TANK

In 1942 the Chi-Ha, Japan's standard medium tank, was up-gunned with a high-velocity 47mm anti-tank gun in a new and larger turret. This new version was known as the Type 97-Kai Shinhoto (meaning 'new turret') of which 930 were made.

Cost	124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun, 1 turret mounted rear-facing MMG, and 1 forward facing hull-mounted MMG
Damage Value	8+ (light tank)



Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank

ANTI-AIRCRAFT VEHICLES

A variety of different vehicles were used to mount anti-aircraft weapons. The 20mm automatic cannon was in general use and could also be trained against ground targets.

TYPE 98 AA TRUCK

This was a Type 98 20mm automatic cannon mounted on the back of a Type 94 or (later) a Type 96 six-wheeled truck.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	1 platform-mounted light autocannon with 360° arc of fire
Damage Value	6+ (soft-skin)
Special Rules	- Flak

TANKETTES AND ARMOURED CARS

The Japanese used small, lightly armoured tankettes in the same scouting and reconnaissance role as armoured cars – in fact the Japanese designation for these tiny tanks literally means 'armoured car'. Actual wheeled armoured cars were used as well – and to differentiate them in our list, we use the term 'tankette' for fully tracked vehicles and 'armoured car' for wheeled vehicles.

TYPE 94 TANKETTE

The Type 94 tankette, or TK, was developed for the infantry divisions of the IJA; it was not a replacement for the Type 92, which had been created for the cavalry divisions. The Type 94 was intended to provide the infantry with a vehicle suitable for scouting, reconnaissance and communications as well as a rapid moving infantry support weapon. It weighed about 3.5 tons. Tankettes of this type proved their worth in China, and were used throughout the war in most theatres.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	1 turret-mounted MMG
Damage Value	7+ (armoured car)
Special Rules	- Recce

TRANSPORTS AND TOWS

The Japanese suffered from a lack of transports throughout the war. It was expected from the Japanese soldier to compensate this by his hardiness. This also meant that when a transport was indeed available, the soldiers were packed in tight – in game terms we have increased the transport capacity of many vehicles to represent this and to ensure full-strength basic infantry squads can fit onboard.

GENERAL PURPOSE TRUCKS

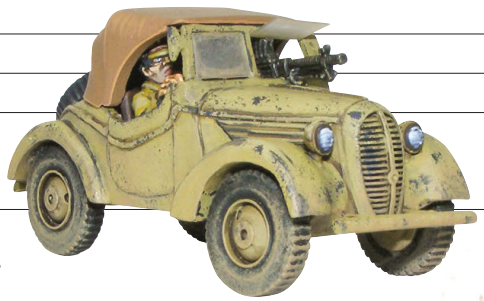
Japanese trucks were inclined to be narrow to suit local roads and had high ground clearance to cope with uneven surfaces. The Toyota GB and KB types were produced in large numbers before and during the war. Type 94 6x4 trucks also provided the chassis for an armoured car and were relatively heavy, comparable to a British Bedford QLD. The Type 1 Toyota truck of 1941 was an almost exact copy of a 1939 Chevrolet. Many trucks of different kinds were captured from the enemy and pressed into service. All of these medium sized trucks were comparable in terms of capacity and performance and are represented with the following stats.

Cost	33pts (Inexperienced), 41pts (Regular), 49pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 13 men
Tow	Light howitzer; light or medium anti-tank gun; light anti-aircraft gun
Options	- May have a pintle-mounted MMG covering the forward arc for +15pts

TYPE 95 KUROGANE

The Kurogane ('Black Metal') was a purpose built four-wheel drive car that fulfilled a similar role to the German Kubelwagen or US jeep. The Japanese also made use of numerous civilian cars of similar capacity and overall performance, if somewhat less suited to the rigours of military use.

Cost	18pts (Inexperienced), 23pts (Regular), 28pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 4 men
Options	- May have a pintle-mounted MMG with 360° arc of fire for +15pts, losing all transport capacity



Japanese Kurogane Scout Car

APPENDICES

APPENDIX I: WARGAMES AND HISTORY

Many, if not most, wargamers are just as interested in the history of the wars and battles they choose to re-enact as they are in collecting and gaming with miniature armies. Some gamers will go as far as to base their collections exclusively upon real formations, using only those weapons, vehicles and troops that formed part of an actual force at a particular moment in time.

There is certainly a challenge to be met in recreating real-life formations in this way, and a special kind of satisfaction in knowing that you have command of Kampfgruppe Peiper, or the 101st Airborne Division – the 'Screaming Eagles'. By collecting forces based upon historic formations players can confidently assume the role of their historical prototypes, refighting actual encounters over model terrain that recreates as accurately as possible the real landscape of the time. This kind of challenge is very much one for those who are military enthusiasts first and foremost, and who are perhaps prepared to spend the time researching into a single campaign or even just one brief firefight. Those wishing to refight the battle of Kursk could easily spend a lifetime doing so, with thousands of tanks on each sides, hundreds of thousands of men, and a battlefield hundreds of miles wide. Such things may well be beyond the scope of even the most ambitious wargamers… but we can all dream!

Most wargamers, and we imagine most who wish to play *Bolt Action*, will want to put together a force based upon the military of one of the combatant nations of the war, but not necessarily exactly duplicating any particular real-life formation. The army lists included in this book, and the more extensive lists in the *Bolt Action* supplements, are designed to allow a player to choose an army in this fashion. Thus, a player can put together a force that is representative of the German, Russian, American or whichever army is preferred. Furthermore, in the supplements each of these armies is furnished with a selection of different lists to represent either the early, mid or late phases of the war, or a particular theatre. For example, the American army that took part in the Operation *Torch* landings in North Africa in 1942 was different from the army that fought the battle of the Ruhr Pocket in 1945, and different again from that which fought against the Japanese at Okinawa in the Pacific. These different lists are all constructed on the principle that players will want to collect an army that is

US Marines defend a village, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 1: The Thompson Submachine Gun

German troops stand to as the enemy advances

representative of the original, but with a certain amount of latitude to combine weapons, tanks and troops to create a varied and effective wargames army. For the most part players who collect, for example, a British and Commonwealth force such as fought in Western Europe from D-Day onward will want to match it against a German army of the same period. Such an arrangement respects both the historical armies – British and German respectively – and the historical context in which these rival forces clashed.

Some players are happy to pitch forces against each other which were really on the same side, or which fought in entirely different theatres, or which fought at different times. The armies themselves might still be perfectly representative of their historical prototypes, but they are taken out of their strict historical context for the sake of playing a game. The great advantage of adopting this approach is that, regardless of which army a player collects, it is always possible to fight a game against another player irrespective of what army he might have. Such battles can be perfectly satisfying as games even if they pitch Americans against French, Germans against Japanese, or the British against the Russians. Of course, there is nothing to stop a player conducting the majority of his battles along more strictly historical lines, whilst playing the occasional 'what if' battle simply to facilitate a match-up against another gamer. What if the Americans and Russians had really come to blows in the last days of the war? What if Germany had won the war in the east before devolving into civil war with rival German armies fighting each other? Naturally, the mind of the historical purist will rebel at the mere thought of such things, but as wargamers we have the luxury of choice; we can be purists one day and pragmatists the next if we so wish and no harm will be done!

That said, it is rare for wargamers to abandon history altogether, although back in the earliest days of the wargames hobby this was far more common. Half a century

Italian Bersaglieri Squad

ago, players were often content to put together an army using whatever models they could get, perhaps mixing tanks, guns and infantry of different nationalities to create an entirely fictional force – a Ruritanian army if you will. Of course, these early pioneers were faced with a very limited choice of commercial models and were often obliged to make their own. Whatever their reasons, it was clearly not ignorance of history that led them to conduct their games in this way, for theirs was a generation that witnessed the war at first hand and many participated as combatants with real experience of fighting. None the less our wargaming predecessors obviously derived great enjoyment from creating their fictional armies, complete with made-up paint schemes and markings, and some even went on to invent whole histories, campaigns and wars between these imaginary nations. Alas, such industrious and determined whimsy seems distinctly out of kilter with modern times! As I hope we have made clear, *Bolt Action* is based upon historical armies, but if players want to 'mix n match' opposing forces from any of the troops, vehicles or guns described in the rules or supplements, the game will still work in an entirely satisfactory way, and rest assured the battle will be just as enjoyable.

APPENDIX II: LARGE GAMES OF *BOLT ACTION*

The rules of *Bolt Action* have been designed for platoon-level engagements involving a few reinforced platoons, and played on a table four feet wide and six feet long. They play best with 20 to 50 infantry, one or two artillery pieces and one to four vehicles (including transports and AFVs).

However, wargamers being wargamers, we have all sooner or later faced the 'problem' of how to handle a massive game with many more units than that, and/or played on a gigantic surface.

The optional rules presented in this appendix should help with running such larger games.

NOT ENOUGH ORDER DICE?

Perhaps the most common 'size' problem is having more units in your force than you have Order dice for. Well, obviously you need to buy more dice! Alternatively, you can of course use normal dice, as suggested on page 27 of the rulebook.

However, if neither solution is immediately available, you should not let that deter you from playing a game. You can set an order dice limit (ODL) – a maximum number of dice for both players, say for example 12 dice,

French Panhard 178 Armoured Car

which conveniently is the amount of dice in a pack of order dice.

Your force can then comprise of any number of units, but you know that the ODL you have is 12, or whatever other limit you decided for. At the end of the turn, you and/or your opponent will then have some units that have not been activated that turn – those units will do nothing that turn and simply remain where they are.

This ODL rule can generate a few rules issues, which should be covered by the exceptions listed below. It is important to know that these exceptions to the normal rules only apply while you have more units left in your force than the ODL. When the number of units left in your force is equal to or lower than the ODL, the rules revert to normal.

When a unit that has not been ordered yet that turn is destroyed, do not take an order die out of the bag. If a unit that has already been ordered that turn is destroyed, keep its die aside until the end of the turn and then put it back into the bag at the beginning of the next turn. These two differences of course mean that you cannot keep track of the enemy units destroyed using their die, so you will have to write it down instead, if it matters.

If a unit is shot at and wishes to go *Down*, but you have run out of Order dice, the unit can still go *Down* as normal, and you don't need to mark it as such (as it cannot be activated any more in the current turn). These pseudo-*Down* units will not have the option of losing a pin marker and retaining their *Down* order at the end of the turn, as they don't have a *Down* order die next to them in the first place!

If a recce vehicle wishes to execute an escape move, but you have run out of order dice, the vehicle cannot make its escape move.

If a unit that has not been ordered yet that turn wishes to fire at chargers, but you have run out of order dice, the unit cannot fire.

A German sniper keeps US troops pinned down, by Steve Noon © Osprey Publishing Ltd. Taken from Weapon 23: The M1903 Springfield Rifle

US Merrill's Marauders Squad

MULTI-PLAYER GAMES

If more than two players want to join forces and play in a (large) multi-player game, there normally are two different ways in which this can happen: a force made of two or more forces of the same nationality, or a force made of two or more forces of different nationalities. Let's look at these in some more detail.

SINGLE-NATIONALITY MULTIPLAYER FORCES

These forces are by far the easiest ones to handle, as all they are really is just a large normal force. So, if for example player A has a 1000 points force (made of one or more platoons), and player B has a 750 points force (also made of one or more platoons), and both forces are from a single force list, say the Armies of the US for example, then this is just the same as a 1750 points US force.

When it comes to the game, you can either simply put a US order die for each unit into the bag, and the players control their own troops on the field and can cheerfully agree who gets the next US die drawn from the bag, or agree that they get one each in turn.

Alternatively, the two players can have dice of different colours – ideally dice that still go well with their troops, like green dice for US army soldiers and olive drab dice for US airborne troops. This will save any debate about whose units are going to get the die that is drawn from the bag. Trust us, this normally speeds up gameplay considerably!

MULTINATIONAL FORCES

These forces mix platoons drawn from different nationalities. These different nationalities' platoons can of course be controlled by the same player, but we definitely think it's more fun if each nationality forces are controlled by a separate player (who should most definitely have, or at least put on, the right accent!).

First of all, we encourage mixing nationalities only with both sides' agreement, as mixed forces may trigger rules conflicts, which will need to be resolved on the fly by the players. As a guideline, special rules that affect the whole force or individual units of a particular nationality do not affect their allies. For example, German troops could not

A Finnish ski patrol approaches its target

make a Banzai charge alongside their Japanese allies, nor would a British force receive a free 11-man squad of inexperienced infantry if it took the field alongside a Soviet army.

When assembling a mixed force, select at least one platoon from one army list (e.g., the Armies of the US) and then at least one platoon from another army list (e.g., the Armies of Great Britain). The points cost total of all of these platoons added together must be equal to the agreed point total, in other words equal to the opponent's. For example, if you are about to face 1000 points of Germans, you may want to select one or more US platoons to a value of 500 points and one or more British platoons to a value of 500 points. Of course, the split does not have to be 50–50, and we leave this to the players (e.g., a 1500 points Italian force may join a 500 points German contingent against a 2,000 points British force in a game set in North Africa).

If you are using theatre selectors to pick those platoons, it is best if you pick forces that make sense together – for example, an American platoon from the 1944 Normandy selector in the Armies of the US book would go well together with a British platoon from the 1944 Normandy selector in the Armies of Great Britain book.

You may of course try some 'what if' scenarios and have your Germans fight alongside the Western allies against the Soviets, or even ignore all historical accuracy and simply have fun – how about a game with a mixed German and French force fighting against a Soviet–Japanese army?

As described above, during the game you may use the same colour dice for the entire mixed force, in which case you'll have to decide which unit gets the dice – by debating it with your allied player. Alternatively, you may assign different coloured dice to each nationality.

At the end of a game, each nationality scores victory points individually – which gives you bragging rights – but the forces fighting as allies will of course add their points together to calculate which side has won the game, as normal.

German Jagdpanther Tank Destroyer

TRANSPORT UNITS

In reality, an infantry squad could make use of several small transport vehicles, which would stick together as a column. A good example of this could be a ten man British section divided between two Bren carriers.

In game terms, you can field two or more of your force's transport vehicles together as one transport unit, as long as they come from the same entry in a book. This unit of vehicles operates just as a normal unit, with the exceptions noted below:

Units that can purchase transports can purchase a number of allowed transports sufficient to carry the entire unit rather than a single transport. All transports purchased for a unit must be from the same entry (e.g., all jeeps, all universal carriers, etc.).The vehicles in the unit can be up to 3" away from each other to remain in formation (rather than the normal 1").

The unit automatically passes morale checks.

If the unit fails an order test, the vehicles in the unit simply remain stationary (in confusion) instead of making a reverse move.

When this unit shoots, each weapon can fire at a different target, as normal for vehicles.

When shooting or assaulting this unit, enemy units pick a single vehicle in the unit as a target and fires/assaults against it, as if targeting an individual vehicle model.

If a vehicle takes additional pinning markers (from damage results for example), these markers are added to the unit's pinning markers, and therefore to all units transported.

If a vehicle in the unit is immobilised, it is automatically abandoned and counts as destroyed.

Infantry units can board the unit of transport vehicles, as long as the transport unit's total transport capacity is equal or less than the number of men in the infantry units. So, for example, if two Bren carriers (with a transport capacity of five men each) have formed a transport unit, a section of ten British riflemen could board them. To do so, move the infantry units as if they were mounting onto one of the vehicles, and then assume the men are spread across all of the vehicles – it does not matter exactly where each man is. The infantry units are now transported by the vehicles of the transport unit. If any of the transported units wishes to dismount, dismount them as normal from one of the vehicles. If the passengers are forced to dismount (because a transport is damaged or knocked out, etc.), all transported units must immediately dismount, as described above. If a vehicle is destroyed while carrying passengers, all embarked units must disembark and suffer D6 hits. These hits are divided as equally as possible among the transported units, randomising any excess hits.

Artillery units can also be towed as above, but each artillery unit takes up one entire transport vehicle and its full transport capacity. You can have a mix of artillery and infantry units on board a transport unit.

If the transport unit does not have any passengers in any of its vehicles, then the unit as a whole suffers from the vulnerability of transports to enemy proximity. This means that if the unit ends the turn closer to an enemy unit than a friendly one, the whole transport unit is destroyed.

KV-1 heavy tanks advance on the German lines

Kampfgruppe von Doering attacks through the Sele–Calore corridor, by Steve Noon © Osprey Publishing Ltd.
Taken from Campaign 257: Salerno 1943

VERY LARGE TABLES

If you are playing on a floor or a very large gaming table, you will find that the distances feel wrong and/or that scenarios are written so that they last too few turns, which in some cases might even make the scenario impossible to achieve within the given time!

One way around this problem is simply to double all measurements (movement, weapon ranges, set-up distances, etc.), while keeping the number of turns the same as presented in the scenario you are playing. So literally you are playing the same scenario, but making use of a larger space.

Alternatively, you can just double the set-up distances, so that for example opposite forces start the game 24" from the middle line rather than 12", and then double the amount of turns in the scenario you are going to play. This solution will result in a game that will last longer, but will give you the impression of covering a lot of ground, with a lot of manoeuvring. Oh, and keep in mind that the first few turns would not see much shooting, as most weapons are going to be out of range!

MULTIPLE ACTIVATIONS WITH A SINGLE DIE

This is a complex solution, and one that turns *Bolt Action* into something considerably different. For this reason, we will just touch upon it, as a proper alternative system of this kind could take many, many pages, or indeed almost warrant a supplement in itself.

Basically the idea is that when you draw a die, instead of activating a unit, you activate a group of units. The most intuitive way of doing this is that each platoon is activated by a die. So at set up you only place one die per

USMC 37mm Anti-Tank Gun Team

platoon in the mug, but you still need to have at hand enough dice for all of the units in your army (alternatively you could use 'activated' markers, such as glass beads, to show that a unit has been ordered that turn).

When one of your dice is drawn, you pick a platoon and then give an order to each of the units in the platoon, in any order you like. Placing one of your dice (or markers) next to the units as you execute their orders. Once all of the units in the platoon have been ordered, then you can draw the next die from the mug.

This is easier said than done, as your platoons tend to get intermingled during a battle, so that it might get difficult to remember which units belong to Platoon A and which belong to Platoon B… so it certainly helps if you keep your platoons very small and/or easily recognisable. You could for example have a platoon made up of airborne troops and one made up of normal army soldiers with all of the vehicles. That should make it very obvious which models are activated together. Alternatively, you can paint identification marks either directly on the units themselves, or just on the edge or under their bases.

As you can appreciate, this speeds up the game, moving it one step closer to games where each side moves all of its models first and then the other moves all of its. The gaming experience is quite different from normal *Bolt Action*, but it might help to resolve really, really huge games within a reasonable time. Whatever you do, proceed with caution!

APPENDIX III: NIGHT FIGHTING

The following rules deal with the limited visibility and uncertainty caused by night operations. They can also be used for battles that occur in other situations of limited visibility, like in heavy fog, snow blizzards, sandstorms and the like. We have found that these rules add a layer of complexity to games of *Bolt Action*, and slightly slow down game-play, but they create a very different gaming experience, with different tactical challenges and extra tension that, we feel, perfectly captures the fear and confusion of fighting at night.

DIFFERENT TYPES OF GAME

Whenever you are about to pick a scenario for a game of *Bolt Action*, you can agree with your opponent that the game you are going to play is going to simply follow the normal game rules, or that it is going to be a *Night Fight*, in which case the Reduced Visibility rules (below) will apply throughout the game. Alternatively, you can decide that you are playing a *Dawn Assault* game, a *Longest Day* game, or a *Flare!* game.

German Nachtjäger Squad

In a *Dawn Assault*, the game begins with the Reduced Visibility rules, but you must roll a die at the beginning of each turn after the first, and add the current turn number to the result (e.g. +2 on turn two, +3 on turn three, etc.). On a modified total of 8 or more, the Reduced Visibility rules immediately cease to apply and visibility returns to normal for the rest of the game.

In a *Longest Day*, the game begins with normal visibility, but you must roll a die at the beginning of each turn after the first and add the current turn number to the result (as above). On a modified total of 8 or more, the Reduced Visibility rules immediately begin to apply and last for the rest of the game.

In a *Flare!* game, the action takes place at night, with Reduced Visibility throughout, but you must roll a die at the beginning of each turn after the first. On a roll of 4 or more, a powerful flare goes up (or series of flares are parachuted in, or a heavy fog curtain lifts temporarily…) and visibility is normal for that turn only. Roll again for visibility the next turn, and so on.

If you cannot decide on which type of game to play, you may instead roll on the chart below at the same time as you roll for the scenario being played:

NIGHT FIGHTING SCENARIOS	
D6 Roll	**Scenario**
1	Night Fight
2	Flare!
3	Dawn Assault
4	Longest Day
5	Normal visibility game (or, if both players agree, roll again)
6	Players roll-off and the winner chooses

REDUCED VISIBILITY

When you are determining whether a unit is able to see a target (for shooting, assaulting, etc.) at night, first follow the normal rules for line of sight. If the target would be visible according to the normal rules, then start the normal shooting procedure and declare the target. Then, before the 'target reacts' step, you must take a spotting roll for the acting unit to see whether they can actually identify the target through the darkness:

Roll 2D6 and add/subtract any of the modifiers listed below, down to a minimum modified total of 2.

Visibility Modifiers	
The target has a *Fire, Advance, Run* or *Rally* order die on it	+6"
The target has a *Down* order die on it	–6"
The target has a 'Muzzle Flashes!' marker on it	+6"
The target is a small unit	–6"
The target is a vehicle	+6"
All modifiers are cumulative	

If the modified total is equal or higher than the distance between the firing unit and the target, then the target is visible and the firing/assaulting sequence continues as normal – target reacts etc. If the total is lower than the distance to the target, the attacking unit cannot shoot/assault the target and its action ends immediately (the acting unit's Order Die is simply left as it is), as the men nervously scan the darkness in search of targets.

MUZZLE FLASHES!

The worst thing a unit can do at night is to open fire, as the loud noises and particularly the flashes of their weapons will reveal their position to the enemy. And tracer rounds are infamous for 'working both ways'. To represent this, when a unit fires any weaponry against an enemy, it must be marked with a 'Muzzle Flashes' marker (a coin or other token). This token makes the unit more visible, as shown in the chart above, and will remain with the unit until it receives another order. Note that it is possible for a unit to receive a *Fire* order die, but then to be unable to actually open fire (because of a failed spotting roll, for example). These units do not receive a Muzzle Flashes! marker – you only get one when you actually fire a weapon at the enemy.

FIRES

Burning vehicles or buildings illuminate a surprisingly wide area at night and anyone near them is very likely to get spotted. Count any unit within 6" of a building or vehicle that's on fire as having a 'muzzle flashes' marker even if they haven't fired.

BEF Bren Light Machine Gun Team

British forces launch a dawn raid on an Italian airstrip

REACTING TO AN ASSAULT

If a unit successfully declares an assault at night and the targets reacts by firing at the assaulting models, the target unit must first make a spotting roll to see if they can see the assaulting models (before they are moved). If the target unit fails this spotting roll, it may not react, just as if the assaulting unit was within 6" when they declared the assault – a blood-curling Surprise Charge out of the darkness!

INDIRECT FIRE

If a weapon with Indirect Fire has 'zeroed in' onto a target, there is no need of making another spotting roll to fire at that target, simply roll to hit on a 2+, as normal.

FORWARD AIR AND ARTILLERY OBSERVERS

When an Artillery Observer calls in a Barrage, it does not get a Muzzle Flashes! marker, as he's not firing any gun (unless of course someone else in his team does fire a weapon as part of the same order). When calling in a barrage, the observer does not need to make a spotting roll, but can instead place the marker anywhere on the table, as he would be relying on maps and noise/gun flashes rather than direct observation of targets. However, to simulate the increased chances of something going wrong, you suffer from a –1 on the Artillery or Smoke Barrage charts (down to a minimum of 1). Air Strikes cannot be called at all at night, making Forward Air Observers quite useless.

American M1 Garand

RULES SUMMARY

THE TURN
TURN SEQUENCE

1. Orders Phase

1. Draw an order die from the dice bag and hand it to the appropriate player.
2. The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given an order it cannot be given another order that turn.
3. If necessary, the player takes an order test to determine if the unit follows the order.
4. The player executes the unit's resulting action.
5. Back to 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.

2. Turn End Phase

Return all order dice to the bag, except for those units wishing to retain an *Ambush* or *Down* order.

ORDERS

Order	Summary of Action
1 *Fire*	Fire at full effect without moving
2 *Advance*	Move and then fire
3 *Run*	Move at double speed without firing; also used for assaulting
4 *Ambush*	No move or fire but wait for opportunity fire
5 *Rally*	No move or fire but lose D6+1 pin markers
6 *Down*	No move or fire but gain an extra -2 to be hit

FUBAR CHART

D6 Roll	Effect
1 or 2	**Friendly Fire** The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *Fire* order by the unit. The opposing player controls the firing unit as if it was one of his own, except that the chosen 'friendly' target (or targets) must have an enemy unit within 12" (proximity to enemy is precisely what has caused the 'friendly fire incident'!). If no such target is available the unit does not fire and goes *Down* instead.
3, 4, 5 or 6	**Panic** The unit executes a *Run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, or if the unit can no longer move for some reason, it goes *Down* instead.

TROOP QUALITY AND MORALE

Quality	Morale	Examples
Inexperienced	8	Conscript, poor or little training, no combat experience.
Regular	9	Normal training and some combat experience.
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience.

OFFICER BONUSES

Rank	Morale Bonus	Extra Orders	Range
2nd Lieutenant	+1	1	6"
1st Lieutenant	+2	2	6"
Captain	+3	3	12"
Major	+4	4	12"

MOVEMENT

Unit Type	Advance	Run
Infantry	6"	12"
Tracked vehicle	9"	18"
Half-tracked vehicle	9"	18"
Wheeled vehicle	12"	24"

VEHICLE MANOEUVRE

Unit Type	Advance	Pivot (90°) when Advancing	Run	Pivot (90°) when Running
Tracked vehicle	9"	1	18"	None
Half-tracked vehicle	9"	2	18"	1
Wheeled vehicle	12"	2	24"	1

TERRAIN TABLE

The terrain table indicates how different kinds of troops are affected by different terrain.

Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	No *Run*	No*	No	No *Run*
Obstacle	No *Run*	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	x2

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.
OK* –The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.
No *Run* – The unit cannot cross or move within this kind of terrain if undertaking a *Run* action, but can cross or move over with an *Advance* action.
No – The unit cannot enter or move within this kind of terrain at all.
No* – The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.
No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on page 120.
x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables vehicles to move rapidly along roads where the opportunity permits.

REVERSE MOVES

A vehicle can reverse straight backwards only at up to half its standard *Advance* rate unless it is a recce vehicle. A recce vehicle can reverse at its full *Advance* rate in most instances and can manoeuvre as if driving forward.

SHOOTING

SHOOTING PROCEDURE

1. Declare target
2. Target reacts
3. Measure range and open fire
4. Roll to hit
5. Roll to damage
6. Target takes casualties
7. Target checks morale

HIT MODIFIERS

The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die (i.e. a roll of 3+). The following modifiers apply:

Hit Modifiers	
Shooting at point blank range	+1
Per pin marker on the firer	–1
Long range	–1
Inexperienced	–1
Fire on the move	–1
Target is *Down* infantry/artillery	–2
Target is a small unit	–1
Target is in soft cover	–1
Target is in hard cover	–2

DAMAGE VALUE TABLE

Once a target is hit, the minimum score indicated is required to score damage (i.e. 3+ is a roll of 3, 4, 5 or 6):

DAMAGE VALUE TABLE	
Troops and Soft-Skinned Targets	**Result Needed**
Inexperienced infantry or artillery	3+
Regular infantry or artillery	4+
Veteran infantry or artillery	5+
All soft-skinned vehicles	6+
Armoured Targets	**Result Needed**
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

Finnish KV-1

WEAPONS CHART

Small Arms

Type	Range (")	Shots	Pen	Special Rules
Rifle	24	1	–	–
Pistol	6	1	–	Assault
Submachine gun (SMG)	12	2	–	Assault
Automatic rifle	30	2	–	–
Assault rifle	18	2	–	Assault
Light machine gun (LMG)	36	4	–	Team
Medium machine gun (MMG)	36	5	–	Team, Fixed

Heavy Weapons

Type	Range (")	Shots	Pen	Special Rules
Heavy machine gun (HMG)	36	3	+1	Team, Fixed
Light automatic cannon	48	2	+2	Team, Fixed, HE (1")
Heavy automatic cannon	72	2	+3	Team, Fixed, HE (1")
Anti-tank Rifle	36	1	+2	Team
PIAT	12	1	+5	Team, Shaped Charge
Bazooka	24	1	+5	Team, Shaped Charge
Panzerschreck	24	1	+6	Team, Shaped Charge
Panzerfaust	12	1	+6	One-shot, Shaped Charge
Light AT gun	48	1	+4	Team, Fixed, HE (1")
Medium AT gun	60	1	+5	Team, Fixed, HE (1")
Heavy AT gun	72	1	+6	Team, Fixed, HE (2")
Super-heavy AT gun	84	1	+7	Team, Fixed, HE (3")
Flamethrower (infantry)	6	D6	+3	Team, Flamethrower
Flamethrower (vehicle)	12	D6+1	+3	Flamethrower
Light mortar	12-24	1	HE	Team, Indirect Fire, HE (1")
Medium mortar	12-60	1	HE	Team, Fixed, Indirect Fire, HE (2")
Heavy mortar	12-72	1	HE	Team, Fixed, Indirect Fire, HE (3")
Light howitzer	48 (or 24-60)	1	HE	Team, Fixed, Howitzer, HE (2")
Medium howitzer	60 (or 30-72)	1	HE	Team, Fixed, Howitzer, HE (3")
Heavy howitzer	72 (or 36-84)	1	HE	Team, Fixed, Howitzer, HE (4")

HE SHOTS

HE shells have a penetration modifier that is fixed to the HE value, and may also result in more 'pins' or hits on the target:

Diameter	Pen	Pin	Hits vs targets in buildings
1"	+1	D2	D3
2"	+2	D3	D6
3"	+3	D3	2D6
4"	+4	D6	3D6

SHOOTING AT VEHICLES

Additional Penetration Modifier for Heavy Weapon Against Armoured Targets	
Vehicle's side or top armour	+1
Vehicle's rear armour	+2
Long range	–1

DAMAGE RESULTS ON VEHICLES

Die Roll	Effect
1 or less	***Crew Stunned.*** *The crew is stunned or momentarily overcome by smoke or shock.* Add one additional pin marker to the vehicle. Place a down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the vehicle has one or more turrets, also roll for turret jam.
2	***Immobilised.*** *Part of the vehicle's tracks or wheels are blown apart.* Add one additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. Place a suitable marker or token by the vehicle to show this. If the vehicle has already taken an action this turn flip the order die to Down to indicate it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle has one or more turrets, also roll for turret jam.
3	***On Fire.*** *The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a blind panic, fearing to be trapped in a burning wreck.* Add one additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle survives the test and has one or more turrets, also roll for turret jam.
4, 5 or 6	***Knocked Out.*** *The vehicle is destroyed and becomes a wreck.* Mark the vehicle in some fashion to indicate it is wrecked – a blackened cotton ball and/or an upside-down turret work quite well. Some players like to use models of wrecked vehicles instead. Either way, vehicle wrecks count as impassable terrain. If players prefer not to bother with wrecks, destroyed vehicles can be removed altogether, perhaps blown apart by an internal explosion leaving only scattered debris.

Superficial Damage (armoured vehicles only) – Roll D6–3
Full Damage – Roll D6
Massive Damage – Roll two results (see below)
Open-topped hit by indirect fire – Add +1

CLOSE QUARTERS

CLOSE QUARTERS PROCEDURE

1. Declare target
2. Measure move distance
3. Target reacts
4. Move assaulting models
5. Fight first round of close quarters
   a. Attackers roll to damage
   b. Defenders take casualties
   c. Defenders roll to damage
   d. Attackers take casualties
   e. Loser surrenders and is destroyed
6. Resolve draws – further rounds of close quarters
7. Winner regroups

US M26 Pershing Heavy Tank

BUILDINGS

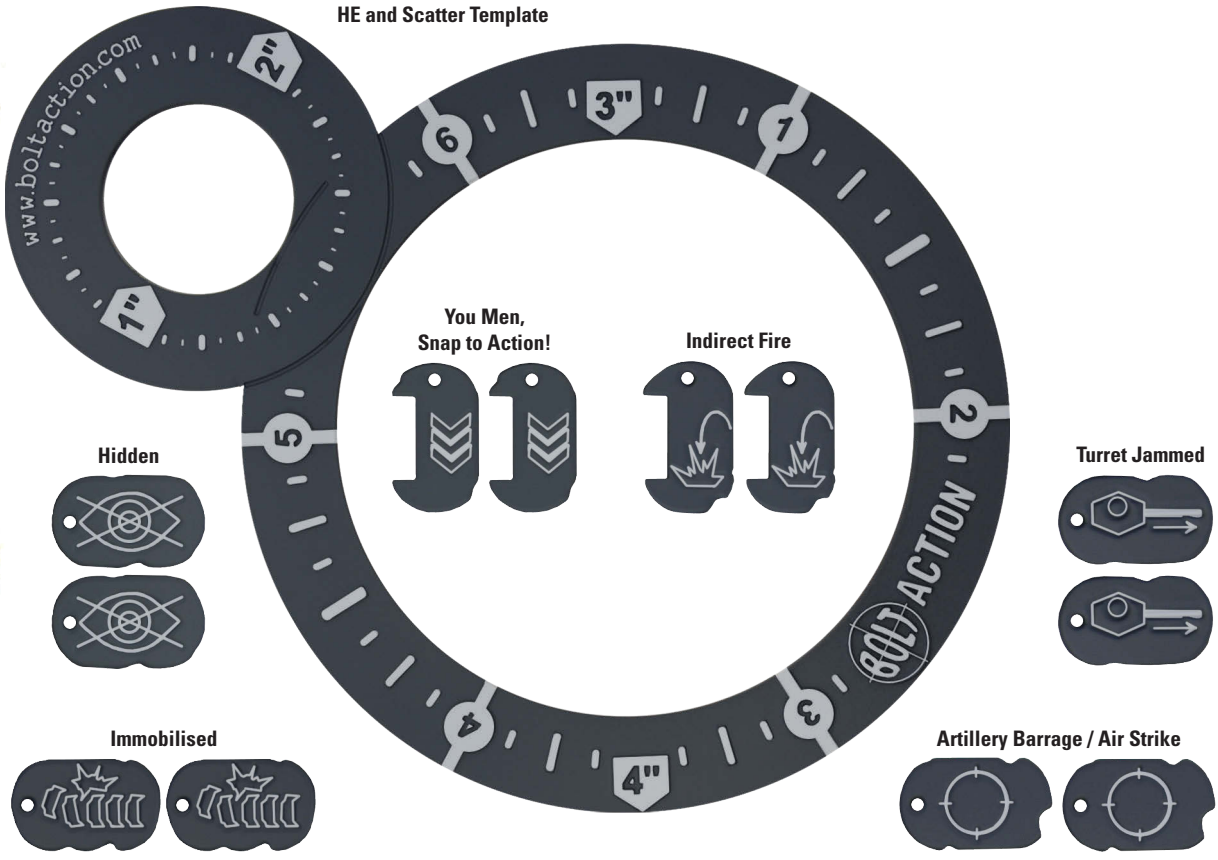
ATTACKING UNITS IN BUILDINGS SUMMARY

Type of Attack	Range and Line of Sight	Cover To Hit Modifier	Extra Protection	Special
Small arms	To an opening	–2	Yes	–
Heavy weapons	To a wall	–2	Yes	–
HE weapons	To a wall	–	No	10+ hits = Collapse!
Flamethrowers	To an opening	–	No	4+ = On Fire!
Close Quarters	To an opening	–	No	Defensive Position

Note that bunkers have several exceptions to these rules, as explained on page 127.

Barbarossa – German forces sweep across Russian territory

TOKENS AND TEMPLATES



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